ONE-SHOT WONDERS

OVER 100 SESSION IDEAS FOR FANTASY RPGs

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FOR FANTASY RPGs

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ROLL & PLAY PRESS

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INTRODUCTION

Hello!

It gives me great joy to welcome you to One-Shot Wonders. The vision for this book started way back in 2020, before Roll & Play Press existed, so to see it made a reality as one hefty tome of adventures is incredibly exciting.

I love role-playing games. I used to GM every week for my local gaming club, and my ongoing campaign plays most Tuesdays – it's the highlight of my week. Pretending to be a goblin and putting on a silly voice while my friends bungle their way through the story we're writing together is a special kind of mid-week stress release, and one that I treasure.

Let's face it, though, prep and planning takes a long time. Pre-written adventures are great, but they often span tens of pages that need revising. Homebrew is awesome, but takes a lot of creativity mid-week to fill in every detail. And so, the format of One-Shot Wonders was born. A selection of imaginative, dynamic and detailed pre-written adventures that take very little time to plan, with everything you need right in front of you. Plenty of space to improvise, alongside a structure that makes life easy for the game master.

If you frequently GM games, run an RPG club, or have never organised a game before but want to give it a try, this book is for you. We have put our love into every story, and I hope it shows – I wish you all the best for the adventures ahead.

Let's get playing!

Sam.

Getting Ready to Play

Ready to get started? Here's a quick checklist to make sure you're ready for your next session:

BEFORE YOU PLAY

1. Flick through *One-Shot Wonders* to find your next session. Indexes at the back of the book can help you search by monster, theme or objective.
2. Read through the session plan to discover the key characters, locations and plot details. Think about how you'll handle major moments in the adventure, and practise your NPC voices!
3. Familiarise yourself with the game rules and stats of the creatures who feature in the session.
4. Gather the things you'll need to support you. This can include a GM screen, maps, miniatures, a copy of your RPG system rules, dice, stationery and snacks.
5. You could give each of your players a pre-generated character, or guide them to create their own.

DURING THE SESSION

1. Have the *One-Shot Wonders* session plan close by, so you can refer back to it throughout the game.
2. Keep an eye on the time, so you can pace your adventure and take breaks when needed.
3. Enjoy your one-shot adventure!

USING THIS BOOK

☠ THEME ✶ OBJECTIVE ⌂ SETTING

Every one-shot session plan in this book begins with three keywords, which provide information about the adventure's theme, objective and setting. There is also a brief summary of the plot towards the top of the page to give you a taste of what is to come.

→ Starting the Adventure

"Our story begins with a simple turn of the page..."

This section helps you set up the adventure, including how and why the party enter the action. Anything written in quotation marks can be read aloud to help set the scene, but the additional plot context is for the game master (or GM) only.

Suggested Story

A list of bullet points gives you a chronological summary of the adventure, broken down into scenes.

FOLLOWING THE STORY

- Navigate the key events of the adventure as you play, including important interactions and travel.
- This box also highlights when combat is likely. If a story refers to waves of foes, stagger their arrival.

GOING OFF COURSE

- Sometimes, players may make a choice that takes the story briefly off course. If this happens, adapt a story element so you can get back to the action. For example, if the party don't go to an enemy's lair, have the enemy ambush them where they are!

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Ankylosaurus	15	68	+0	Powerful club on tail
Commoner	10	4	+0	Avoids combat
Pteranodon	13	13	+2	Flies out of reach
Triceratops	13	95	-1	Charges and stomps
T. Rex	13	136	+0	Restraining bite

The Quick Stats table gives an overview of each creature's Armour Class, Hit Points, Initiative modifier and a key ability in combat. All creatures in *One-Shot Wonders* feature in the freely available 5E Basic Rules.

If you would like to run these sessions using a different RPG system, simply replace any creatures, magic items or spells with thematically similar material. Don't forget to check that the difficulty level remains appropriate for the party you are running the adventure for.

Important Characters

CHARACTER NAME
SPECIES, GENDER, AGE (CREATURE STATS)
Important NPCs are listed in this box with a useful description. The creature stats suggested may be different to their species to help level the encounter.

Key Locations

LOCATION NAME – Set the scene with a description of the environment, building or room the action is taking place in.

You'll also find hints for hazards, traps and other noteworthy details that are present in the area.

Secrets and Clues

1. Extra nuggets of information your players might discover during the story are held in this box.
2. These can be dropped into the adventure at the GMs discretion to help expand on the basic plot.

★ Quest Rewards ★

Check out this box for ideas on how to reward your party for a job well done. This could include payment made by a quest giver, a trinket given by a grateful NPC or even a magic item. There is more detail on adjusting rewards on p. 191.

Level ①-② Adventure

Each adventure is balanced for a party of four adventurers within the stated level range

EASIER and HARDER suggestions help you adjust encounters for parties of different levels, with further guidance provided on p. 6.

ADVENTURING LEVELS

Whether your party's characters are just setting out on their heroic path, or are experienced heroes, there's a quest for them in this book. To make sure your chosen session challenges your players, but doesn't overwhelm them, consider a few key factors before you start.

What level are the characters?

Level 1–2	Novice adventurers who are just starting to develop their skills.
Level 3–4	Capable characters with some experience from other quests.
Level 5–6	Established adventurers who are a force to be reckoned with.
Level 7–8	Respected heroes with remarkable experience and abilities.
Level 9 +	Truly legendary heroes, considered the bravest in the realm.

Party Size

Each session's difficulty assumes a party of four adventurers. If you have fewer than four, you could use ideas from the EASIER suggestion, or add an NPC ally to assist the group. For larger groups, use the HARDER ideas to increase the challenge.

Other Adjustments

Consider adjusting difficulty based on your group's experience with RPGs, as beginners may not be as tactical in combat as veteran players. If characters have access to powerful magic items, you may also need to pit them against suitably powerful foes.

Adjusting Monster Difficulty

Creature stat blocks use averaged out dice rolls when suggesting Hit Points (HP) and damage dealt. However, adjusting these values to their maximum (↑) or minimum (↓) is another way to tweak the difficulty of an adventure, while keeping the story the same.

This technique can also be used to represent a creature that is stronger than average, such as the dominant Wolf in a pack (↑), or weaker than average, such as a young Wolf cub (↓). The examples below show adjusted HP and damage rolls for a Commoner.

Commoner

Medium Humanoid (any species), any alignment

AC 10 **HP** 4 (1d8) **Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
10 +0	10 +0	10 +0	10 +0	10 +0	10 +0

Senses: Passive Perception 10

Languages: Any one language (usually Common)

Challenge: 0 (10 XP)

ACTIONS

Club. Melee weapon attack: +2 to hit, reach 5 ft, one target. Hit: 2 (1d4) bludgeoning damage.

Commoner ↑

AC 10 **HP** 8 (1d8) **Speed** 30 ft

Club. Melee weapon attack: +2 to hit, reach 5 ft, one target. Hit: 4 (1d4) bludgeoning damage.

Commoner ↓

AC 10 **HP** 1 (1d8) **Speed** 30 ft

Club. Melee weapon attack: +2 to hit, reach 5 ft, one target. Hit: 1 (1d4) bludgeoning damage.

WHAT TO PLAY...

With more than 100 session ideas contained within these pages, it might be hard to know where to begin. These curated lists feature recommendations for adventures that are perfect for different types of game nights, as well as the preferences of your tabletop group.

... with new players

DOWN AT THE DOCKS, pp. 32–33. New players will fall in love with unlucky NPC Daphie Hornspark and can practise their combat skills in multiple light-hearted encounters.

FLOWER POWER, pp. 54–55. Accepting a Druid's collection quest will appeal to new players looking to complete a mission with more serious stakes.

HILLTOP HERD, pp. 98–99. The party will need to test their skills in investigation, exploration, negotiation and combat as they try to track down a group of escaped mountain Goats.

... to create epic combat

IN TOO DEEP, pp. 26–27. In this creepy tale, the enemies just keep getting more challenging, until finally, the party are plunged into a showdown with a terrifying Aboleth.

FOES IN THE FOLIAGE, pp. 84–85. Don't let the beautiful rainforest setting fool you. Dryads attack the party from all angles during this fight for, and against, the spirits of nature.

TOTAL ECLIPSE, pp. 116–117. Players will need to be on the defensive when they are bombarded with waves and waves of fiendish foes.

... to dive into role-play

SECRET TO BEAR, p. 22. Run this session like a classic murder mystery, by giving the players lots of time to interview and interrogate each suspect, before leading to the big reveal.

GOLDEN TICKET, p. 107. This session plan gives players a chance to practise their social etiquette in front of a demanding host.

MAKING A SCENE, pp. 144–145. This theatrical one-shot is perfect for a group who haven't played together before, or are using new characters, as each party member gets a moment in the spotlight.

... with a secret twist

FROZEN ASSETS, pp. 20–21. Enjoy the players' confusion when the mountain explorers they feared were dead are sat happily around a campfire, seemingly unharmed...

FISHY BUSINESS, pp. 38–39. Investigating this tale of seafood and sabotage will excite and entertain your players, but also reveal a surprising act of betrayal right under their nose.

A DOG'S DINNER, pp. 90–91. Don't give the game away too soon when you introduce your party to a pair of deceptive quest givers with ulterior motives.

... set in a dungeon

COME HOME TO ROOST, pp. 104–105. This session allows for a systematic and satisfying search of a castle overrun with clucking Cockatrices.

OFF THE RAILS, pp. 112–113. Although not a traditional dungeon setting, this trip through a series of haunted train carriages keeps your party on track as they move from encounter to encounter.

SPECTATOR SPORT, pp. 136–137. Bring a splash of colour to your dungeon delving with this twisted series of nightmarish games. When the party are locked in, the only way out is to win!

... on a time limit

TRIAL AND ERROR, pp. 14–15. Being locked in a building with a monster on the loose really puts the pressure on! If you are nearing the end of your session, the final foe could attack at any time.

THE SUNKEN CROWN, pp. 46–47. The party must complete their mission before they lose the ability to breathe underwater, helping you instil a sense of urgency in their decision-making.

ON SHAKY GROUND, p. 62. A rapidly approaching threat causes regular earth tremors to remind the party that they need to act quickly or be eaten.

CHAPTER 1

OUT IN THE COLD

Brace yourself as you step into these arctic adventures. An icy location is the perfect setting for a chilling session, so prepare for cold-hearted villains, biting frost monsters and stories that will truly send shivers down your spine. If it gets too cold, there are also some heart-warming tales, perfect for a cosy night in by the fire.

THE CATS' MOTHER

ADVENTUROUS · DEFENCE · SNOWY TUNDRA

As poachers close in on an expectant Sabre-Toothed Tiger mother, a passionate conservationist will do everything in his power to protect the animal and her unborn cubs. That includes hiring the party to travel with him to the frozen tundra and keep watch during the birth.

→ Starting the Adventure

"You accepted a bodyguard job in town that offered the chance to explore the local environment. A specialist from the National Conservation Society, or NCS, is offering decent pay to protect him as he patrols the frozen fields to the north. Your contact is named Ahonen Aleksi, a conservationist stationed at the arctic checkpoint you're currently heading to. The trek so far hasn't been easy, and the weather has been anything but predictable. As dusk falls, you spot a hut with a steaming chimney bearing the NCS emblem, and make your way there."

Ahonen spotted a heavily pregnant Sabre-Toothed Tiger on a recent patrol, and believes it is likely that she will give birth tonight. He hopes to observe the labour of the endangered creature and protect it until dawn. As the arctic fields can be dangerous, he spent some of the NCS quarterly budget on bodyguards for his self-led mission.

Important Characters

AHONEN ALEKSI

HALFLING, MALE, 41 (SCOUT)

A conservationist who specialises in arctic animal welfare and has a passion for Sabre-Toothed Tigers.

"Only Ahonen's rosy cheeks and bright smile are visible underneath the woolly, NCS-branded anorak and hood that keeps him warm."

BELVADERE 'BELLE' SOLIS

ELF, FEMALE, 164 (SCOUT)

A criminal who is masquerading as a conservationist; Belle is part of a gang of organised poachers.

"A bottle of animal milk and small packs of bird seed are held in Belle's NCS cargo jacket."

SEEZAR MILO

KOBOLD, FEMALE, 14 (KOBOLD)

Seezar sees animals, especially rare ones, as valuable commodities. She follows Belle's orders.

"Seezar's armour is light and trimmed with fur. Her crimson-scaled, crooked snout is full of sharp teeth that she regularly bares in anger."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Giant Owl	12	19	+2	Can fly out of reach
Kobold	12	5	+2	Fights in a pack
Polar Bear ↓	12	20	+0	Badly wounded
Sabre-T. Tiger ↓	12	21	+2	Weak after birthing
Scout	13	16	+2	Keen sight

Suggested Story

Set the scene, have the party enter the hut, let Belle and Ahonen greet everyone, then continue:

NO TIME TO LOSE

- As Ahonen explains his plans, Belle asks where he will camp, in case she needs to send help.
- Ahonen leads the party on a trek into the arctic fields towards an icy lake, a few miles to the north.

POLAR PANIC

- A Polar Bear is found in a trap near the lake. The party must help Ahonen release the trap, stop the bleeding and stitch the wounds. The creature loses 1d6 hit points with every failed attempt to save it, and its survival depends on the party's success.
- The group must cross the frozen lake to continue.

BIRTHING PAINS

- Ahonen spots the Sabre-Toothed Tiger mother near a rocky alcove. He sets up his tent, gets out his field kit and approaches cautiously to assist. The mother gives birth to two healthy cubs.
- Keeping their identities concealed, Belle, Seezar and another Kobold poacher fly to the alcove riding a Giant Owl. They demand the cubs, and will fight for them.
- The poachers focus on stealing the cubs and putting them in a cage strapped to the Giant Owl. If they succeed, the poachers will try to escape.
- If badly wounded, Belle confesses and apologises. Furious, Ahonen leaves her fate to the party.
- With the poachers defeated, Ahonen and the party watch over the mother and cubs until dawn.

Key Locations

CONSERVATION HUT

"A stoked fireplace keeps this narrow, stone lodge warm. Its walls and tables are covered in annotated maps, anatomical drawings of animals, and books filled with biological essays."

This hut is one of many NCS sites scattered throughout the realm; each serves as a secure base of operations for its conservationists.

Belle and Ahonen sleep on bunk beds in a cramped box room.

LAKE OF BROKEN ICE

"Large chunks of snow-covered, cracked ice make a twisting path across a frozen lake ahead. The footprints of animals who have utilised this temporary route are dotted through the snow."

This large lake freezes and thaws at different points of the year.

Anyone attempting to cross the lake will need to keep their balance on the ice, or risk falling and suffering damage from the cold waters below.

ROCKY ALCOVE

"Against the rugged, frozen cliffs, a shallow alcove offers protection from the bitterly cold wind and weather. Small weeds cling to its grey walls, benefitting from the shelter."

The respite from the elements makes this alcove the obvious choice for the Sabre-Toothed Tiger mother to give birth.

The poachers can be spotted circling the skies above this area.

Secrets and Clues

1. Ahonen has worked with Belle for a year; the two have become friends, and he respects her insight.
2. By leaking key breeding and nesting sites to Seezar, Belle has made them both a lot of money.
3. Sabre-Toothed Tigers are endangered because they are poached for their pronounced teeth.
4. Seezar has set up bear traps around the lake, in an attempt to gather expensive Polar Bear fur.
5. Seezar's snow-coloured Giant Owl wears a spiked collar, and has been treated harshly by her.
6. Belle's gang are the only poachers in the area, but have caused the NCS major issues.

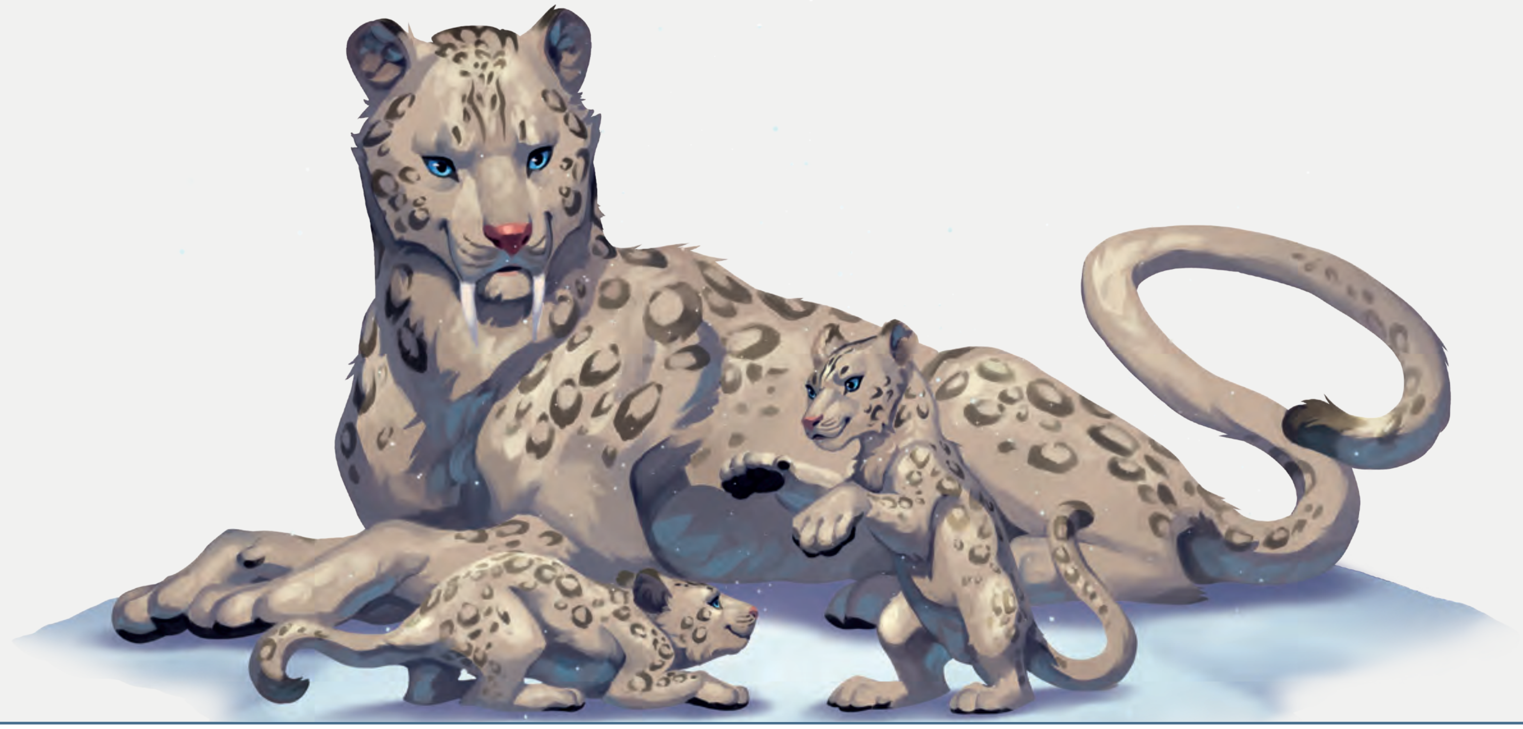
★ Quest Rewards ★

Ahonen has set aside 100gp from his NCS budget to pay the party. Ahonen wears Eyes of the Eagle goggles, which he happily gifts the party if they save the cubs. Seezar has a small, leather pouch that holds six gemstones (10gp each).

Level ①-② Adventure

HARDER: You could replace the Kobolds with Gnolls, and Belle could use the stats of a Spy.

EVEN HARDER: The poachers could be rogue Druids who ride a Wyvern. The frozen lake could be inhabited by a swarm of cantankerous Ice Mephits.



MEET AHONEN AND BELLE → TRAVEL TO THE LAKE → POLAR BEAR ENCOUNTER → FIND THE MOTHER → FIGHT THE POACHERS → CAMP UNTIL DAWN

CROSSED BONES

SPOOKY   INVESTIGATION   HAUNTED GRAVEYARD

During a visit to a historic battlefield, the party find that one fallen soldier is no longer resting in peace. They must work with a local friar to help the warrior's soul find rest before the haunting presence disrupts an upcoming ceremony of remembrance.

→ Starting the Adventure

"The sun has long since set when you arrive at the small border town, leaving no warmth to cut through the brutal chill in the air. Tomorrow evening, you will attend the remembrance ceremony for the fallen of the Battle of Verglas – a skirmish that happened at a nearby battlefield. But for tonight, you must take shelter in town. The wind whips loudly at your travelling clothes as you attempt to locate an inn amongst a handful of stark buildings."

The battlefield that the party are due to visit is being haunted by the skeletal remains of Sir Alawin van Trafford and other fallen soldiers. The local friar hasn't had luck with permanently banishing the undead, so she asks the party for their assistance before tomorrow's remembrance ceremony. The locals are unaware the haunting has been caused by a misguided tavern owner disturbing the grave of the fallen warrior.

Important Characters

VICTOR MILLS

HUMAN, MALE, 44 (COMMONER)

The affable owner of the Crossed Bones unwittingly awoke the Skeletons by picking up displaced bones.

"His warm smile seems out of place amongst the morbid decor that dominates his premises."

FRIAR MWILA NELL

HUMAN, FEMALE, 60 (PRIEST)

The priest of the local chapel is shaken because her attempts to banish the Skeletons have all failed.

"She wraps her flowing vestments around her like a cloak, her shiver seeming to come from more than the mere cold."

SIR ALAWIN VAN TRAFFORD

SKELETON, MALE, DIED 150 YEARS AGO (SKELETON)

A fallen soldier, longing for rest. Some of his bones were mistakenly taken from his grave by Victor.

"Arrows riddle the rider's back, making his cause of death clear. He and his horse both wear frost-covered, metal armour."

Suggested Story

Set the scene, describe the Crossed Bones, let the party discuss rooms with Victor, then continue:

UNDEAD VISITOR

- Friar Nell staggers inside and shakily reports that the undead have returned. She tells the party about the hauntings and begs them to investigate.
- Victor says he will stay behind to take care of Nell, but gives the party directions to the battlefield.

GRAVE MATTERS

- At the battlefield, the party see a Skeleton riding a Warhorse Skeleton. The rider is Sir Alawin van Trafford, who attempts to lead the party to the graveyard. If attacked, he will not strike back.
- At the graveyard, the party are attacked by three Violet Funguses. Nearby, the party find scattered bones and clues that suggest Victor is involved in the disturbances somehow.

BONE TO PICK

- Victor's footprints lead back to the inn. He explains he gathered bones to use as decoration, but didn't realise they had come from a soldier's grave. Nell insists any human bones in the tavern must be identified and returned to the disturbed grave.
- Back at the graveyard, the party must dig a hole, bury the bones, and cover them with soil. As the party start to dig, three irate Skeletons burst from the soil and attack them. Each step takes a round of combat to complete.
- With the bones buried, the disturbances cease. Nell thanks the party and Victor expresses his regret. The ceremony goes ahead as planned.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (bat behind bar)
Priest	13	27	+0	Healing abilities
Skeleton	13	13	+2	Cannot speak
Violet Fungus	5	18	-5	Inflicts necrotic harm
Warhorse Skel.	13	22	+1	Bony hooves

Key Locations

THE CROSSED BONES INN

"You quickly learn how the tavern got its name. Bones of varying sizes cover every surface of the small inn. The space directly behind the dark, wooden bar is adorned by two huge, crossed bones."

Most of the bones at this macabre tavern belong to wild animals.

Four have been collected from the graveyard, causing the battlefield to be haunted by Sir Alawin.

OLD BATTLEFIELD

"The wind seems to howl with the voices of all of the lives lost on this battlefield. There is a commemorative plaque, marking the site, but it is iced over, just like the ground."

Battle standards set up in advance for tomorrow's ceremony whip around violently in the wind.

Sir Alawin waits impassively on the battlefield, sat atop his Warhorse Skeleton companion.

MILITARY GRAVEYARD

"Headstones stretch in long rows; a visible reminder of the toll of battle. The crunch of snow beneath your feet echoes through the night air."

Violet Fungus plants border the graveyard, disguised by thick frost.

A yew tree shields Sir Alawin's grave from fresh snow, revealing Victor's boot prints leading back to the inn. He has also dropped a monogrammed handkerchief.

Secrets and Clues

1. The Crossed Bones is due to host a reception after the remembrance service tomorrow.
2. Victor has been busy cleaning and redecorating in preparation for the big, upcoming event.
3. Sir Alawin and his fallen comrades first appeared two nights ago; they roam from dusk until dawn.
4. Nell has tried blessing the battlefield and asking local guards to fight the Skeletons, to no avail.
5. Even if defeated, the Skeletons keep returning on following nights, seemingly unaffected.
6. On his regular walks, Victor often picks up the bones of wild animals to add to his collection.
7. Violet Fungus roots have been disturbing the graves and pushing bones to the surface.
8. Victor mistook the soldier's displaced leg and rib bones for those of a deer.
9. Victor has one bandaged hand after being injured by a Violet Fungus in the graveyard.
10. Sir Alawin's bones are hung from the tavern's chandeliers, and have candles affixed to them.

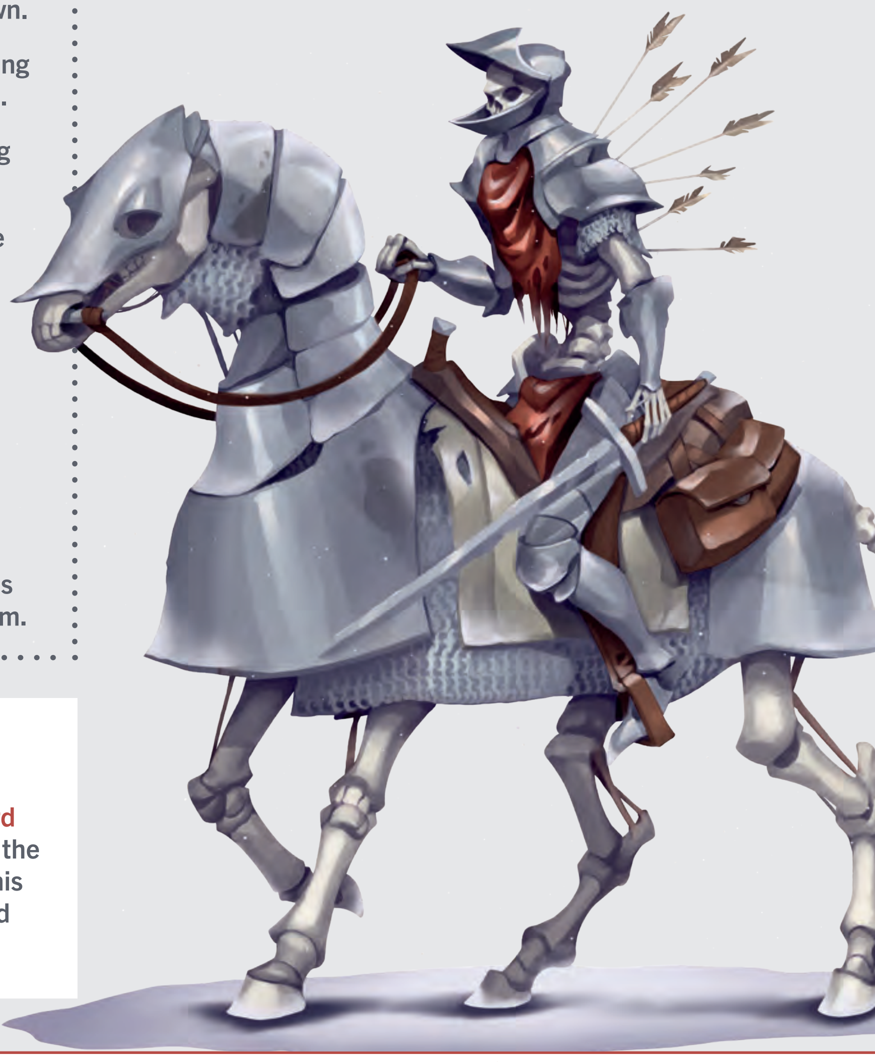
★ Quest Rewards ★

Victor offers the party two nights room and board if they can assist Friar Nell. On discovering he is the cause of the problem, Victor upgrades them to his finest rooms. Friar Nell pays the party 100gp and offers Restorative Ointment if they are injured.

Level ①-② Adventure

HARDER: The three Skeletons who rise in the final battle could be aided by three Warhorse Skeletons.

EVEN HARDER: You could replace the Skeletons with three Wight soldiers. The party could also encounter a Shambling Mound in the graveyard.

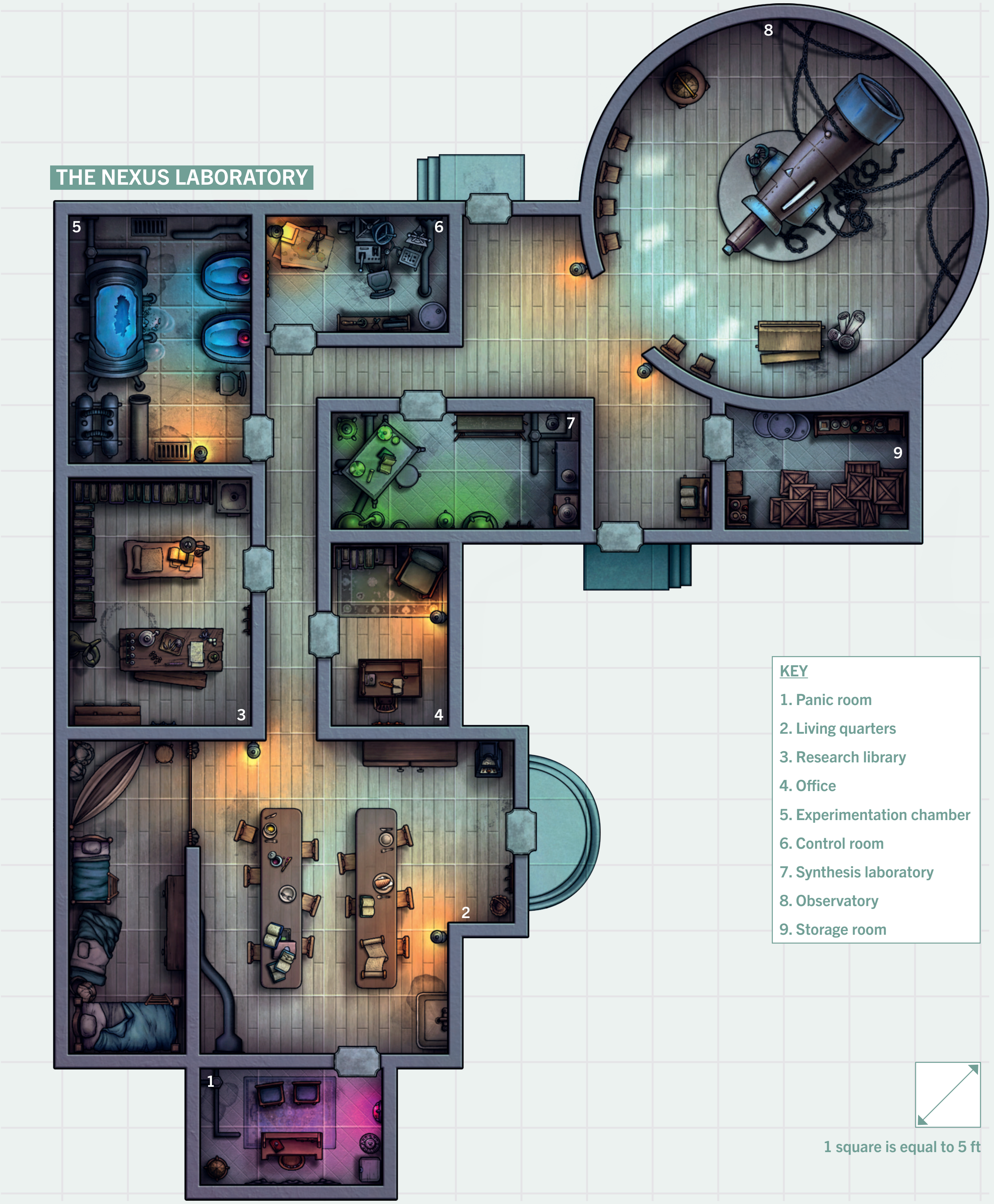


ARRIVE AT THE INN → SPEAK TO NELL → BATTLEFIELD VISIT → GRAVEYARD SEARCH → QUESTION VICTOR → RETURN THE BONES

TRIAL AND ERROR

THRILLING ESCAPE LABORATORY

The Nexus Laboratory sits in a remote part of the frozen tundra, far from prying eyes who would tamper with the innovative projects that take place here. However, when a test subject gets loose, outsiders may be the only ones who can help the scientists find a solution.



KEY
1. Panic room
2. Living quarters
3. Research library
4. Office
5. Experimentation chamber
6. Control room
7. Synthesis laboratory
8. Observatory
9. Storage room

1 square is equal to 5 ft

Starting the Adventure

"You were given the task of couriering a package to a remote arctic facility. The pay was good, and the crate was small, so you took the job. It is late evening when you reach your destination; a metallic laboratory with a bulky, domed roof on one side that gives way to an enormous telescope. As you approach the door, you notice a sign warning you to keep out."

Important Characters

DR GRADDIUS STOUTBRAND

DWARF, MALE, 56 (NOBLE)

A newcomer to the Nexus Laboratory, Graddius has glowing references from his previous employer.

"Thick goggles and a white coat give Graddius a studious look. To keep his long beard out of his experiments, he tosses it over one shoulder."

DR VALERIA LIVIA

ELF, FEMALE, 218 (GHAST)

As the lab's Chief Scientist, it is Valeria's job to sign off on all experiments and ensure staff safety.

"Valeria's body is mutating uncontrollably; red eyes and sharp teeth have replaced her own."

DR JAMISON HAGUE

HUMAN, MALE, 64 (TROLL)

Prior to injecting himself with failed amplification serum, Jamison was an excellent biochemist.

"Long talons at the end of spindly fingers and rows of serrated teeth are the first things you notice about Jamison's new, hunched form."

Suggested Story

Set the scene, have Graddius come out to take the package and greet the party, then continue:

LIGHTS OUT

- Graddius ushers the party into the facility's living quarters, to wait while he fetches their fee.
- The lab's arcane warning alarm goes off. Graddius pulls the party into the panic room. He explains that a failed experiment has turned his colleague into a monster, who must now be on the loose.
- The package contains the last component for an antidote. The party must take the vial to Valeria, as she has the instructions to administer the cure.

GHASTLY SURPRISES

- The party must navigate dark rooms to find Valeria. She is in the experimentation chamber, but she has been attacked and transformed into a Ghast.
- The party easily find papers revealing more details about the experiment. The notes state that the vial is one half of the antidote, and that it must be administered when Jamison is unconscious.

STARLIGHT SHOWDOWN

- The second half of the antidote is a catalyst located in the cold storage room. Searching the storage room will disturb a Swarm of Rats.
- Jamison ambushes the party from the observatory ceiling, targeting those dealing acid or fire damage.
- Once he is unconscious, giving Jamison the antidote will reverse the change. Devastated by events, he vows to heal Valeria. Graddius will pay the party before announcing his resignation.

Key Locations

THE NEXUS LABORATORY — Philanthropically funded, this lab aims to push scientific boundaries.

When the alarm is triggered, the lights go off and the exterior doors and windows are sealed with magical wards. They don't open until the danger has passed.

EXPERIMENTATION CHAMBER — Graddius and Valeria sealed Jamison in a pod, until they could work out how to restore him. He has now broken free.

Noxious gases from the broken pod fill the chamber, while glass and ammonia solution cover the floor.

Secrets and Clues

1. Jamison synthesised an amplification serum that could turn anyone into a muscular super-soldier.
2. Jamison injected himself with the amplification serum, but it mutated him into a terrible monster.
3. Extreme heat or acidic liquid can cause Jamison's transformed body significant pain and damage.
4. When Jamison escaped, he attacked Valeria with a syringe that held leftover amplification serum.

Amp up suspense by describing strange noises, shadowy movements and the sense of being watched.

Level ③-④

EASIER: Jamison's new form could resemble that of a Gibbering Mouther, and Valeria could be a Zombie.
HARDER: Jamison could have transformed himself into a Cyclops, and the lab could be overrun with Gricks.

FROSTY RECEPTION

SPOOKY DEFENCE ARCTIC VILLAGE

Suggested Story

Every night, a figure stands outside a small village and calls for its mayor. The being is unaffected by the freezing climate, and doesn't seem to eat or drink. It leaves when dawn breaks, only to return the next evening. The villagers are terrified, and seek protection.

Important Character

MAKOTO NAMAHAGE
HUMAN, MALE, 34 (WIGHT)
Dressed in frozen tatters, this undead man has come to exact his revenge on the mayor for their past crimes.

Key Location

VILLAGE OUTSKIRTS
After dark, the villagers lock their doors and windows, and make sure any torches are put out. No one makes a sound, as everyone cowers in their homes. The grim Wight stands next to the village's welcome sign.

Expanding the Adventure

- Why does Makoto desire revenge?
- Does the mayor recognise Makoto? If so, where from?
- Will the Wight attack the party on sight, or try to bargain with the village's new protectors?

STUDENTS OF SNOW

ADVENTUROUS INVESTIGATION REMOTE SCHOOL

Suggested Story

Centuries ago, High Priest Froid taught her Acolytes how to master divination magic in her arctic sanctuary. Rumour has it that Froid still teaches worthy pilgrims, even after her death. With this in mind, a young priest has asked the party to help them find the lost school.

Important Character

KHOLOD PAYELLE
HUMAN, MALE, 18 (ACOLYTE)
Neatly fitting robes, a stern expression and a tightly pulled bun show this Acolyte's sincerity and spirit.

Key Location

FROID'S SANCTUARY OF LEARNING
Deep in the mountains, the sanctuary provides little shelter from the cold, as it is carved entirely from ice. Froid's famous Staff of Frost still hangs on the far wall, a testament to the magical traps that protect this place.

Expanding the Adventure

- Is High Priest Froid's ghostly visage going to show up, or will someone else be waiting for the party?
- Why is Kholod seeking out coaching from Froid?
- What creatures inhabit the frozen campus?

BREAKING THE ICE

MYSTERIOUS INVESTIGATION SNOWY RUINS

Suggested Story

An excited archaeologist has discovered what looks to be the entrance to an ancient city under the ice. Who used to live here and why remains a mystery, as there are no maps of this uncharted part of the tundra. They hire the party to escort them into this mysterious ruin.

Important Character

ZINZEERA GILLIEL
DROW, FEMALE, 49 (DROW)
This upbeat explorer wears thick goggles and fur wraps. Her pet weasel, Ulga, sits on a saddle on her shoulder.

Key Location

THE CRYSTALLINE CITY
Seemingly created by a magically gifted society, the city is in good shape despite its age. Doors open on approach, and some of the heating runes still work. Icicles hang from the beautiful, fresco-filled ceilings.

Expanding the Adventure

- Why did the civilisation leave the city behind? What happened to its people, and where are they now?
- Has anyone else moved into the abandoned site?
- What does the city's existence mean to Zinzeera?

Tracks can be preserved in old snow or rapidly concealed by fresh flurries, this can either aid or impede your party's tracking efforts.

FLYING THIEF

ADVENTUROUS ACQUISITION ICY ROAD

When a fellow traveller is attacked by a Griffon and loses some very important paperwork, the party are charged with tracking the creature and recovering the documents. The trip to the Griffon's nest won't be easy, however, as there is more than one threat lurking nearby.

→ Starting the Adventure

"Deep snowdrifts and heavy clouds seem to absorb the sound around you as you hike along the icy road. Suddenly, a screech and the beating of large wings breaks the silence. A Griffon swoops high above with a horse gripped tightly in its talons. As the creature carries its prey back to its nest, the horse's rider lies on the cold ground, clutching her injured ankle."

Important Characters

NERINA BURNBELL
ELF, FEMALE, 394 (COMMONER)
Elegant Nerina is a travelling merchant who begs the party to help her recover her missing papers.

"Sat despondently in the snow, Nerina's cloak is ripped and her worried eyes dart upwards."

GNURSH THE WANDERER
HUMAN-ORC, MALE, 63 (DRUID)
The self-appointed protector of this land, Gnursh patrols the area and lays traps for trespassers.

"Wearing grey and white dappled furs, Gnursh is well camouflaged in the snowy landscape."

Suggested Story

Set the scene, describe the Griffon's attack on Nerina's horse, introduce Nerina, then continue:

IN A FLAP

- Nerina offers the party a large fee to recover the saddlebags her horse was carrying when it was snatched and taken to the Griffon's nest.

THE GRIFFONS' NEST

- As they travel off the snow-cleared road, the party must traverse slippery patches of ice, which can crack and plunge them into freezing-cold puddles.
- The party must climb the vertical mountainside to get to where two Griffons have made their nest.
- The roosting Griffons attack as soon as the party attempt to remove the saddlebags from the nest.

A DRUID'S THREAT

- As the party make their way back to the road, Gnursh confronts them. If the Griffons or their eggs have been harmed, combat ensues. Gnursh is aided in combat by a Swarm of Ravens.
- If the party return to the road with Nerina's papers, she will give them a reward, as promised.

Key Locations

TRADE ROUTE – A new road has been built to encourage trade in the area. A number of ancient trees were chopped down during the road's construction.

The road is overlooked by a dominating mountain, which is home to all kinds of creatures.

GRIFFONS' NEST – The huge nest sits upon a rugged plateau, which can only be reached by an ascent up a mountain covered in frost and fresh bird excrement.

The nest is made of branches, and is filled with feathers, animals pelts and Nerina's saddlebags.

Secrets and Clues

1. Nerina was carrying order forms in her saddlebags. If they go missing, she will lose a year's business.
2. Gnursh was fiercely opposed to the new road being built, knowing it would disrupt local flora and fauna.
3. The Griffons' nest contains three, unhatched eggs, which can fetch a high price from the right buyer.
4. Gnursh carries a Staff of the Woodlands, allowing him to cast the Wall of Thorns spell to block the party.

Level ③-④

EASIER: Replace the Griffons with a pair of nesting Hippogriffs. Gnursh is a Scout instead of a Druid.
HARDER: Replace the pair of Griffons with a single Wyvern who is tending to its brood.

SNOW ANGELS

LIGHT-HEARTED DELIVERY QUAINT VILLAGE

With the usual angelic couriers being called away on important business, it's up to the party to save the seasonal festivities by delivering presents to villagers. Can the party gather the gifts and pass out the packages before a new day dawns?

→ Starting the Adventure

"As you all lay your heads down to get some rest, your minds are filled with a shared dream of a snowy settlement. The villagers are putting up banners and preparing for celebrations, but you sense they are being watched from a cave nearby. The dream pulls you towards the cave grotto, where you feel a strong celestial presence. You wake up with a start, however, you aren't where you fell asleep. Instead, you are in the cave from your visions. Two radiant, angelic beings stand above you with open wings."

In an annual tradition called the Sanctuary festival, celestial beings bring blessings and gifts to the villagers. This year, the angels cannot complete the traditional midnight gift delivery because they must tend to the gravely ill mayor. Preoccupied with healing, they require the party's help to deliver the last four hampers to the villagers and spread cheer in their stead.

Important Characters

'GRANDMOTHER' GUNNHILDUR

PLANETAR, FEMALE, 1000+ (PLANETAR)

Many years ago, this transcendent warrior was sent by a higher deity to defend this picturesque village.

"Righteousness and authority emanate from Gunnhildur's muscular frame. As she looks upon you, you feel a sense of tranquillity."

'MOTHER' FJOLA

DEVA, FEMALE, 1000+ (DEVA)

Fjola meticulously organised the gifting process and clutches a scroll listing this year's hamper contents.

"A heavenly set of bracers and a diadem adorn Fjola, and forest-green robes flow around her. Small bells are sewn onto her sandals."

SECURIBOT 1000

CONSTRUCT, 2 (ANIMATED ARMOUR)

A security system built by the village tinkerer. It ferociously defends its owner's house from intruders.

"This construct is clearly a mannequin that has been retrofitted with clockwork parts."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Anim. Armour	18	33	+0	Multiple attacks
Deva	17	136	+4	Healing abilities
Mastiff	12	5	+2	Keen senses
Planetar	19	200	+5	Lie detection
Swarm of Bats	12	22	+2	Resistant to damage

Suggested Story

Set the scene, have the angels explain the Sanctuary festival and the mayor's plight, then continue:

COURIERS OF CONVENIENCE

- Gunnhildur says she received a divine sign that the party were the right individuals to help the village.
- The party must deliver four hampers while dressed in the golden accessories and robes of an angel, as is traditional. They must package the hampers before setting off, which includes the weaving and decorating of intricate sage wreaths.
- Fjola tells the party that they must eat the shrimp that the villagers leave out as a festive offering.

HAMPER HANDOUT

- Bell-Ringer's Home: The party must scale the walls and deliver this gift to the top. They should watch out for the deafening bell and Swarms of Bats.
- Pet Owner's Home: While delivering this gift, the party are attacked by four Mastiffs. The animals must be managed without waking the owner.
- Family Home: Children have laid pranks such as marbles on the stairs and flour above the door. The party must dodge the traps to deliver this hamper.
- Tinkerer's Home: The SecuriBot 1000 defends this abode, and blocks the doors and windows. The party must switch it off to deliver the gift.

DANCING AT DAWN

- Returning to the grotto, the party watch as locals start their celebrations, including the cured mayor.
- After thanking them, Gunnhildur tells the party to sleep and returns them to their original location.

Key Locations

CELESTIAL GROTTO

"The awesome, celestial nature of this cave makes it shimmer with radiant light. The angels' humble belongings are neatly organised around them."

Four wicker baskets and the items to fill them are tidily placed in small piles around the cave.

To create the sage wreaths, the party must test their dexterity to see how nimbly and accurately they can weave the greenery.

DECORATED VILLAGE

"Banners and bunting stream from the snowy rooftops, and every house is glistening with a fresh lick of paint. The excitement and cheer in the air is contagious."

In the centre of the village lies the mayor's mansion, with the tall bell tower next to it. Homes extend in a spiral-like pattern from the mansion, spread out at increasing distances.

The celestial grotto is found in a cliff about a mile from the village's centre.

HOME INTERIORS

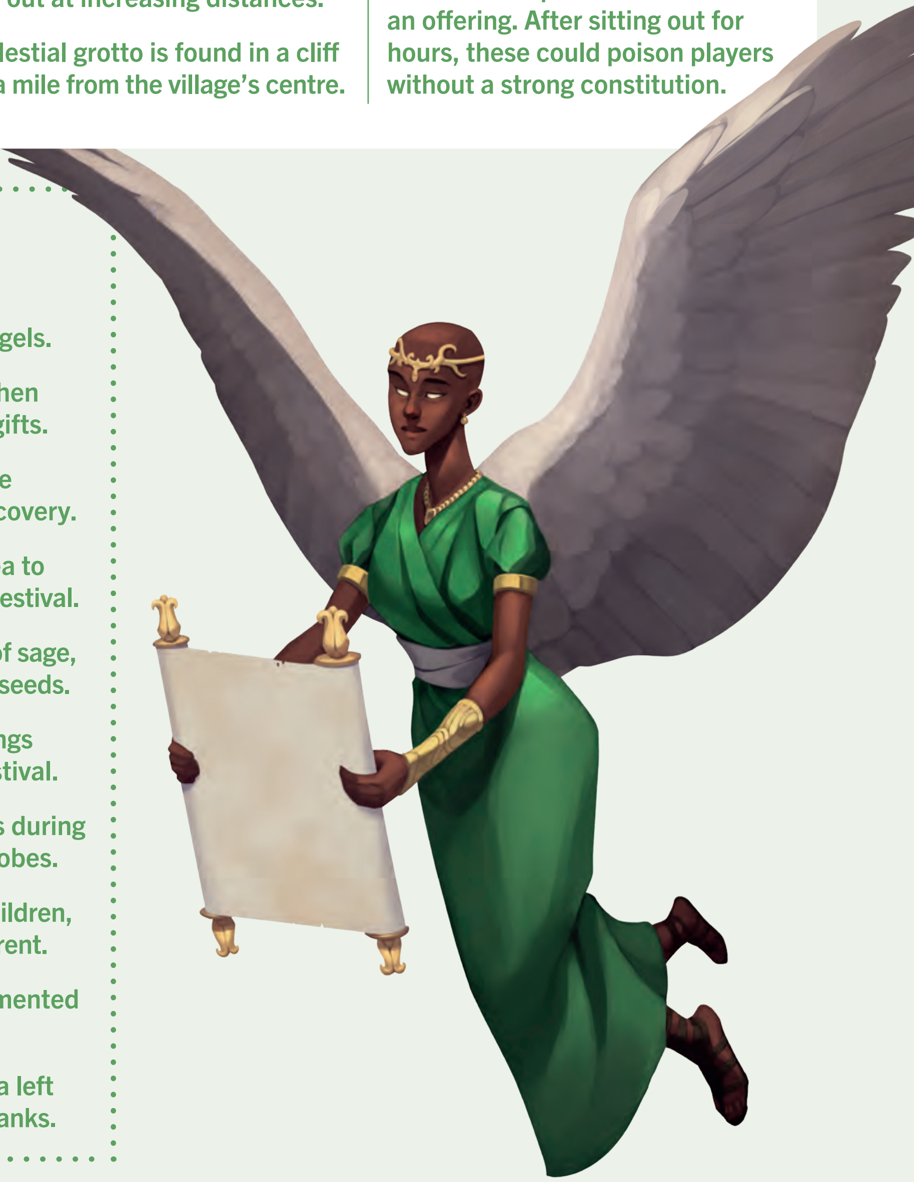
"The central fireplace's warm embers give the interior an orange glow. The hardwood floor is littered with small pine needles from a well-decorated tree that sits in the centre of it."

Every home has a table under their tree for Gunnhildur to place gifts.

Festive shrimp are left out as an offering. After sitting out for hours, these could poison players without a strong constitution.

Secrets and Clues

1. The village rests on a leyline of significant celestial importance, so is defended by angels.
2. Sanctuary began hundreds of years ago when the angels first visited the village bearing gifts.
3. The mayor became sick a few days ago; the angels wish to bless the town with their recovery.
4. Gunnhildur controls the weather in the area to ensure it snows throughout the Sanctuary festival.
5. Each hamper consists of a candle, wreath of sage, blanket, fruit and small packet of pumpkin seeds.
6. The angels' outfits are based on old drawings and folklore associated with Sanctuary festival.
7. The angels only wear the traditional outfits during Sanctuary, otherwise they dress in white robes.
8. The tinkerer is often pranked by devious children, so they built the SecuriBot 1000 as a deterrent.
9. The villagers prepare and eat a dish of fermented shrimps called Räka during the festivities.
10. It is tradition that the angels eat any Räka left out in the villagers' homes as a show of thanks.



★ Quest Rewards ★

Gunnhildur will give a 25pp reward to the party for delivering all the packages. She will pass them an Elixir of Health if all the shrimp offerings were eaten, and she will gift them a Spell Scroll (Guardian of Faith) if they put together excellent hampers.

Level ③-④ Adventure

EASIER: The party could be attacked by only two Mastiffs, and you could remove the Swarm of Bats.

HARDER: The SecuriBot 1000 could use the stats of a Shield Guardian, and the Mastiffs could be replaced with defensive Gargoyles.

FROZEN ASSET

MYSTERIOUS RESCUE ICY MOUNTAIN

The party venture to a frozen mountain to find an eccentric explorer whose family are concerned about how long he has been away. As a series of abandoned campsites are discovered, it becomes clear that there may be more to this missing person case than first meets the eye.

→ Starting the Adventure

"After days of trekking through thick snow, you finally arrive at the last known location of eccentric, amateur explorer Deswin Oakenbell. You breathe a cold sigh of relief into the crisp air as you see signs of a campsite near a small cluster of trees ahead. But, as you approach, your heart sinks. It's clear this area has been abandoned for some time."

Deswin Oakenbell hopes to be the first person to climb one of the highest mountains in the realm. A few days ago, unbeknownst to Deswin, Doppelgangers killed and replaced his hired guides. The Doppelgangers are now leading him to their nest to become food for their children. Investigating the base campsite reveals a trail of blood that leads to the Doppelgangers' first victim, Sacrin. The party must hike further up the mountain to work out what has happened to Deswin's team. Can they put an end to the Doppelgangers' grim plan before it's too late?

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Blood Hawk	12	7	+2	Razor-sharp beak
Dire Wolf	14	37	+2	Strong jaws
Doppelganger	14	52	+4	Powerful ambush
Noble	15	9	+1	Can parry attacks
Wolf	13	11	+2	Fights in a pack

Suggested Story

Set the scene, have the party arrive at the base campsite and investigate the area, then continue:

A GORY CLUE

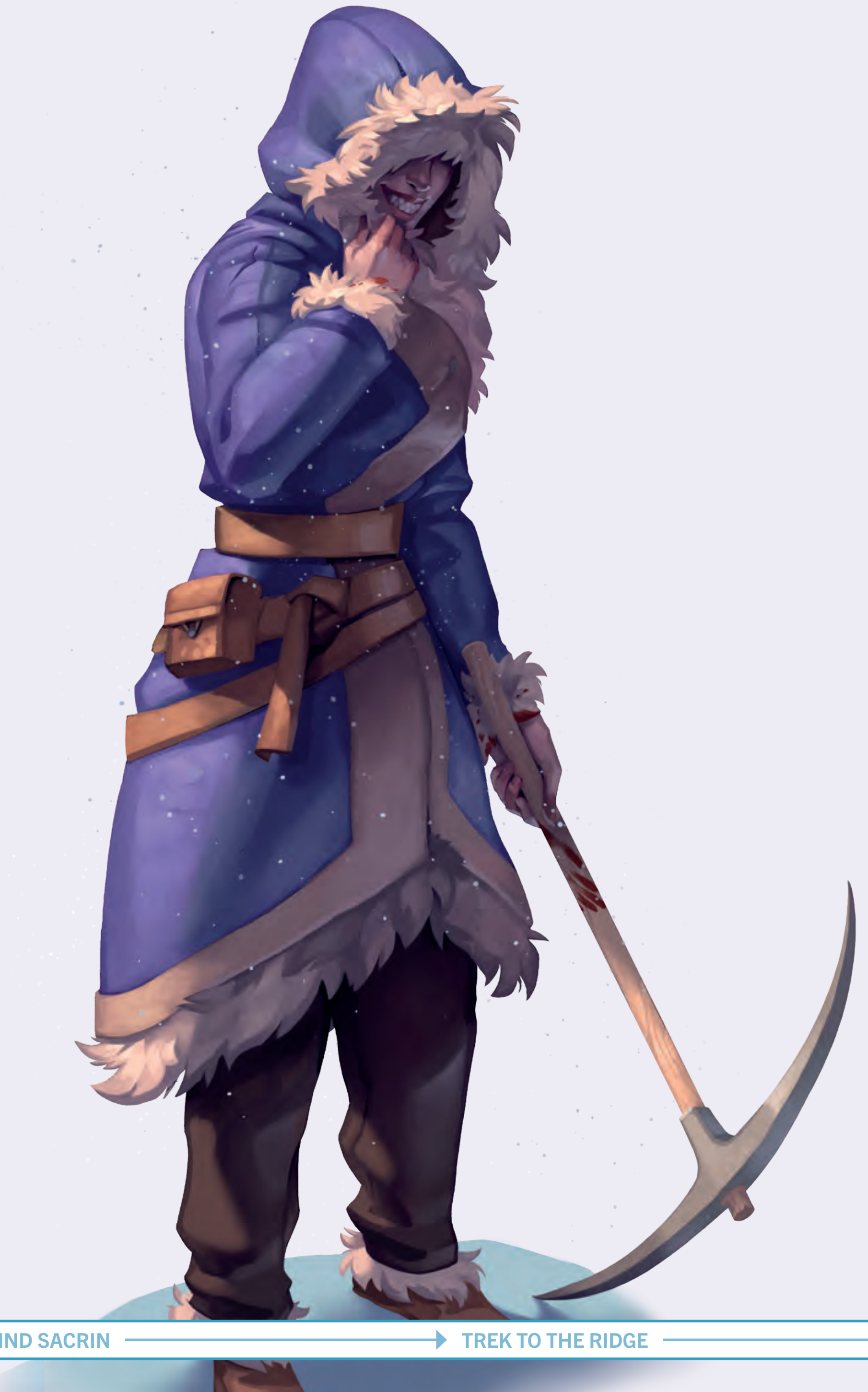
- The party find a bloody trail that leads into some trees. Sacrin's body has been scavenged by three Dire Wolves and four Wolves, who will attack.

CAMPSITE TO CAMPSITE

- Footprints lead the party to the ridge campsite.
- Balace's body can be found in a grassy ditch. He is half-eaten and wrapped in a discarded bedroll.

DOPPEL TROUBLE

- The trail to the summit campsite is icy; a pair of hungry Blood Hawks strike any character who slips.
- Deswin and the Doppelgangers can be found in relaxed conversation at the summit campsite.
- If the party mention Deswin's safety, or the bodies they found, the Doppelgangers will quarrel with them and defend themselves. If pressed, they will attack, surprising both Deswin and the party.
- With the Doppelgangers defeated, the party can descend the mountain with Deswin, if he survived.



Key Locations

BASE CAMPSITE

"Flat snow where tents were once pitched, and the remains of a campfire, suggest that Deswin and his guides stayed here for at least a few days."

A Doppelganger ambushed Sacrin when she was looking for firewood and shapeshifted into her. Its claws left bloody prints in the snow.

Footprints lead from this campsite further up the mountain. It takes a full day to travel to the next site.

RIDGE CAMPSITE

"The trail leads off the obvious route up the mountain, eventually ending at another campsite. This time, it rests under the shelter of alpine trees and a rocky overhang that acts as a wind breaker."

The Doppelganger posing as Sacrin killed Balace in the night; its mate shapeshifted to replace him.

The summit campsite is another day's hike through a relentless blizzard, affecting visibility.

SUMMIT CAMPSITE

"Smoke rises from the warm fire in the centre of three white tents. Deswin and his guides are happily chatting as they wait for a succulent squirrel on a stick to finish cooking."

Deswin and the Doppelgangers' moods are upbeat and jolly. The fake guides tell Deswin they are making good progress.

If possible, the Doppelgangers will try to sway the party to leave.

Important Characters

DESWIN OAKENBELL

HUMAN-ORC, MALE, 58 (NOBLE)

This wealthy explorer wishes to reach the mountain summit with the help of his two trusted guides.

"Deswin tries to take pride in his appearance, but harsh winds have blown the auburn toupée upon his head into a scruffy mess."

SACRIN L'ANTILLES

HUMAN, FEMALE, 34 (DOPPELGANGER)

This Doppelganger uses Sacrin's influence as the lead guide to deceive and manipulate Deswin.

"Most of Sacrin's features are obscured by the hooded, fur-trimmed coat that keeps her warm. She stands upright with assertive confidence."

BALACE SNIKKERSNAK

GNOME, MALE, 26 (DOPPELGANGER)

Disguised as the younger guide, this Doppelganger tries to follow all of Sacrin and Deswin's requests.

"Belts around this plump gnome's body hold satchels, climbing tools and coils of rope."

Secrets and Clues

1. As the mountain peak is uncharted territory, the presence of Doppelgangers is not widely known.
2. The Doppelgangers mainly survive on small animals, but humanoids are a rare, nutritious treat.
3. The Doppelgangers' brood of children live in a cave half a day's travel from the summit campsite.
4. Since meeting Deswin, the Doppelgangers have been looking after him and feeding him very well.
5. Humanoid-sized bites can be found on Sacrin's body, as well as larger Dire Wolf teeth marks.
6. It is difficult to discern identifying features on the bodies, due to the bite marks and frost damage.
7. The Doppelgangers convinced Deswin to take an indirect route by lying about a yeti sighting.
8. A journal in Balace's satchel refers to a change in Sacrin's attitude after leaving the base campsite.
9. Deswin's trip was supposed to last three weeks, but he has been away for over a month.
10. Deswin's trek was slowed by heavy snowfall, but sped up when the Doppelgangers joined him.

Level ⑤-⑥ Adventure

EASIER: A single Doppelganger could have tracked Deswin from the base campsite and replaced Sacrin at the ridge. The Wolf attack could also be removed.

HARDER: Try swapping the Wolves for Dire Wolves and adding a third Doppelganger at Deswin's side.

★ Quest Rewards ★

Upon Deswin's safe return home, his family will reward the party with 400gp. Two Potions of Greater Healing can be found on the real Sacrin's body, and the real Balace's small satchel is actually a Bag of Holding full of helpful mountaineering equipment.

INVESTIGATE THE CAMP → FIND SACRIN → TREK TO THE RIDGE → FIND BALACE → TREK TO THE SUMMIT → BATTLE THE IMPOSTERS

SECRET TO BEAR

MYSTERIOUS INVESTIGATION COSY TAVERN

The party experience a shocking wake-up call when an innkeeper tells them that the horses they arrived on were killed in the night. With all signs pointing to the killer being one of their fellow guests, can the party find the culprit before anyone else gets hurt?

→ Starting the Adventure

"This far north the days are short and the nights are long, so you were grateful to have found a welcoming spot to rest when you arrived at this inn yesterday. You stabled your horses, shared a hearty meal with the other guests and headed up to bed. Undisturbed by the howling winds outside, you all slept deeply, until woken by a frantic knocking at your door."

Important Characters

FEALLA DAVEY
DWARF, FEMALE, 96 (COMMONER)
Busy Fealla runs the inn by herself. She apologises profusely for the death of the party's mounts.

"Fealla rubs the stubble on her chin in distress, then wrings her chapped hands together."

SANDON TEREZ
HUMAN, MALE, 43 (WEREBEAR)
Sandon knows nothing of his own transformations, only going to sleep and waking up in his own bed.

"Sandon's bushy eyebrows and beard contrast his well-kept silk shirt and polished shoes."

Suggested Story

Set the scene, have Fealla sadly explain the horses' fate, lead the party to the stables, then continue:

CRIME SCENE INVESTIGATION

- A search shows no signs of an outside attacker, only damage to the internal stable door. Swarms of Insects have been attracted to the carcasses.
- Investigating the inn reveals spots of blood and scratches in the floor, both leading to the upstairs shared bathroom, where the trail goes cold.

INTERVIEWING THE SUSPECTS

- Fealla confines all the other guests (Sandon, Dirk and Mrs Graysham) to their rooms for the party to interview. All are upset by the killings. They don't reveal signs of guilt, but do accuse each other.

WERE-REVEAL

- As night falls, Sandon begins transforming into a Werebear. Fealla asks the party to lock him in the stables. He lashes out at them as he loses control.
- Once locked in the stable, the Werebear spends the night eating the horse carcasses. The next morning, Sandon explains he knew nothing of his condition. He vows to return to the safety of his remote home.

Key Locations

THE HAPPY RAVEN INN — The inn's decor shows signs of age, but its rooms are warm, dry and clean.

Sandon was in the upstairs shared bathroom when he transformed into a Werebear last night, and also when he resumed his human form. He then went back to bed.

STABLES — Yesterday, the party secured their mounts in this sturdy shed. Now, five biting Swarms of Insects are feasting on the horse's dead bodies.

The horses show signs of bite and claw marks, but there are no animal tracks in the snow outside.

Secrets and Clues

1. Fealla's business is struggling, suggesting she could have killed the horses to make the party stay longer.
2. Dirk runs local tours focused on tales of cryptids, so could have killed the horses to drum up publicity.
3. Frail Mrs Graysham's pale cheeks appear rosier than last night, hinting she could be a feeding vampire.
4. Sandon is a crime writer who lives alone in a cabin. The killings match a scene described in his journal.

Level ⑤-⑥

EASIER: You could have Sandon transform into a Werewolf instead of a Werebear.
HARDER: Sandon could be staying at the inn with his twin, who is also his writing partner; they could both be Werebears.

SAVE THE SHELTER

ADVENTUROUS CONFRONTATION ARCTIC OUTPOST

Suggested Story

The inhabitants of an arctic outpost are in desperate need of help. Their storm shelter has become infested with Ice Mephits and a blizzard is on the way! Can the party clear out the nasty elementals and return the building to a place of save haven before the storm hits?

Important Character

ALCARD OSKIRK
HUMAN-ELF, MALE, 74 (VETERAN)
This fur-clad captain with a frost-bitten nose briefs the party and offers his assistance with the Ice Mephits.

Key Location

STORM SHELTER
The heavily reinforced structure has been built under a rocky overhang, a little way from the rest of the arctic outpost. Designed for emergency use, the interior is packed with non-perishable supplies.

Expanding the Adventure

- Have the Ice Mephits damaged any supplies?
- Is this the first time Ice Mephits have bothered the outpost? Has something else summoned them?
- Does the blizzard bring more elemental beings?

BIGFOOT BOASTS

MYSTERIOUS INVESTIGATION ICY CAVE

Suggested Story

A shepherd hired a Scout to track and kill the beast that was attacking their flock. The Scout claimed to have found and killed the Yeti responsible, but animals continue to go missing. The party must find out if the Scout is telling the truth about his heroic exploits.

Important Character

MARZU KETT
HUMAN-ORC, MALE, 36 (SCOUT)
An arrogant hunter who carries multiple weapons and loudly boasts of all the beasts he's slain in the past.

Key Location

YETI CAVE
Marzu says he killed the Yeti in its lair. This cave is littered with sheep carcasses and reeks of blood. The narrow tunnel entrance means the party's escape route could easily become blocked by a foe.

Expanding the Adventure

- Is Marzu telling the truth about his Yeti encounter?
- If he is, what creature is attacking the sheep now?
- If not, did Marzu decide not to kill the Yeti out of fear, or has he struck a deal with the creature?

ARCTIC ARMAMENTS

MYSTERIOUS ACQUISITION SNOWY TUNDRA

Suggested Story

A member of the town guard would like the party to accompany him to the battlefield where his father's whole unit was recently killed by a dragon. The guard hopes to give his father a proper burial, and retrieve a family heirloom — his father's Frost Brand sword.

Important Character

BEORNWULF D'GILLE
TIEFLING, MALE, 23 (VETERAN)
A muscular man dressed in the town guard's colours. His shoulder-length hair blows in the freezing wind.

Key Location

RESTING PLACE
The snow-covered battlefield where Beornwulf's father lays is somewhat peaceful, despite the carnage. The sword is nowhere to be found, however, only fresh footprints that lead further north.

Expanding the Adventure

- Why did the dragon attack the company of guards?
- How did Beornwulf's family inherit the Frost Brand?
- Who has taken the family's sword? An opportunist, or the mastermind behind the dragon ambush?

To remind your party to wrap up warm, consider inflicting occasional cold damage to reflect the risk of frostbite.

HEIR TO THE LAIR

ADVENTUROUS ✶ CONFRONTATION ◀ GLACIER CAVE

The old lair of a huge, ice-breathing dragon has sat empty for decades. However, the sight of leathery white wings on the horizon suggests a new threat wants to take the old one's place. Can the party drive the beast away before the terrible tales of the past become today's reality?

→ Starting the Adventure

"As you trudge through this remote farming hamlet, it seems unremarkable, if quiet for the middle of the day. At least, it does until a woman steps out of a nearby cottage with a grave look on her face. She immediately calls out to you and waves you inside her home. At the same time, you begin to hear wings beating and spot the silhouette of a large dragon flying high overhead and travelling at great speed."

As a Young White Dragon swoops past, Rudia tells the party to take cover in her home. Once inside, the group can watch through a window as the dragon flies overhead, out of range of attacks. As it does, birds drop out of the air, frozen solid by the dragon's icy breath. Rudia explains that her people are in need of help after this dragon, Waldav, moved into the lair of Dultfar, an Ancient White Dragon who died decades earlier. Rudia fears Waldav will hunt her people and their livestock, just like his predecessor did.

Important Characters

RUDIA BRANTBEAK

HUMAN, FEMALE, 62 (ACOLYTE)

A trusted village leader and oral historian, Rudia remembers when the last dragon plagued the area.

"Rudia has the smooth, steady voice of an experienced storyteller. As she speaks, she traces the tattooed murals on her arms."

SHRINDEN SWIFTCLAW

KOBOLD, MALE, 83 (KOBOLD)

Shrinden still guards the lair of his old master, Dultfar. Years of living alone have made him forgetful.

"One of his front incisors has rotted away and his white scales are almost translucent."

WALDAV THE UNRULY

DRAGON, MALE, 38 (YOUNG WHITE DRAGON ☨)

Reckless and aggressive, Waldav attacks based on instinct and greed; he will not listen to reason.

"Sunlight dazzles off the white creature as it soars above. The dragon's thick neck and body flex as it beats its large, muscular wings."

Suggested Story

Set the scene, describe the cottage, have Rudia tell the party about the two dragons, then continue:

BLAST FROM THE PAST

- Rudia offers the party a large fee if they can defeat Waldav before he kills the villagers and their Goats.
- Rudia knows much about the old dragon's reign of terror and can share her wisdom with the party.

FOES IN THE FOREST

- Rudia tells the party the location of the dragon's lair. It is deep within a glacier, on the other side of a patch of woodland. She will stay behind, in case the other villagers need her assistance.
- Deprived of their normal Goat prey by Waldav, two hungry Yetis track the party through the woods. The party may spot the Yetis; if not, the Yetis will attack as they reach the edge of the glacier.

KOBOLD CAMEO

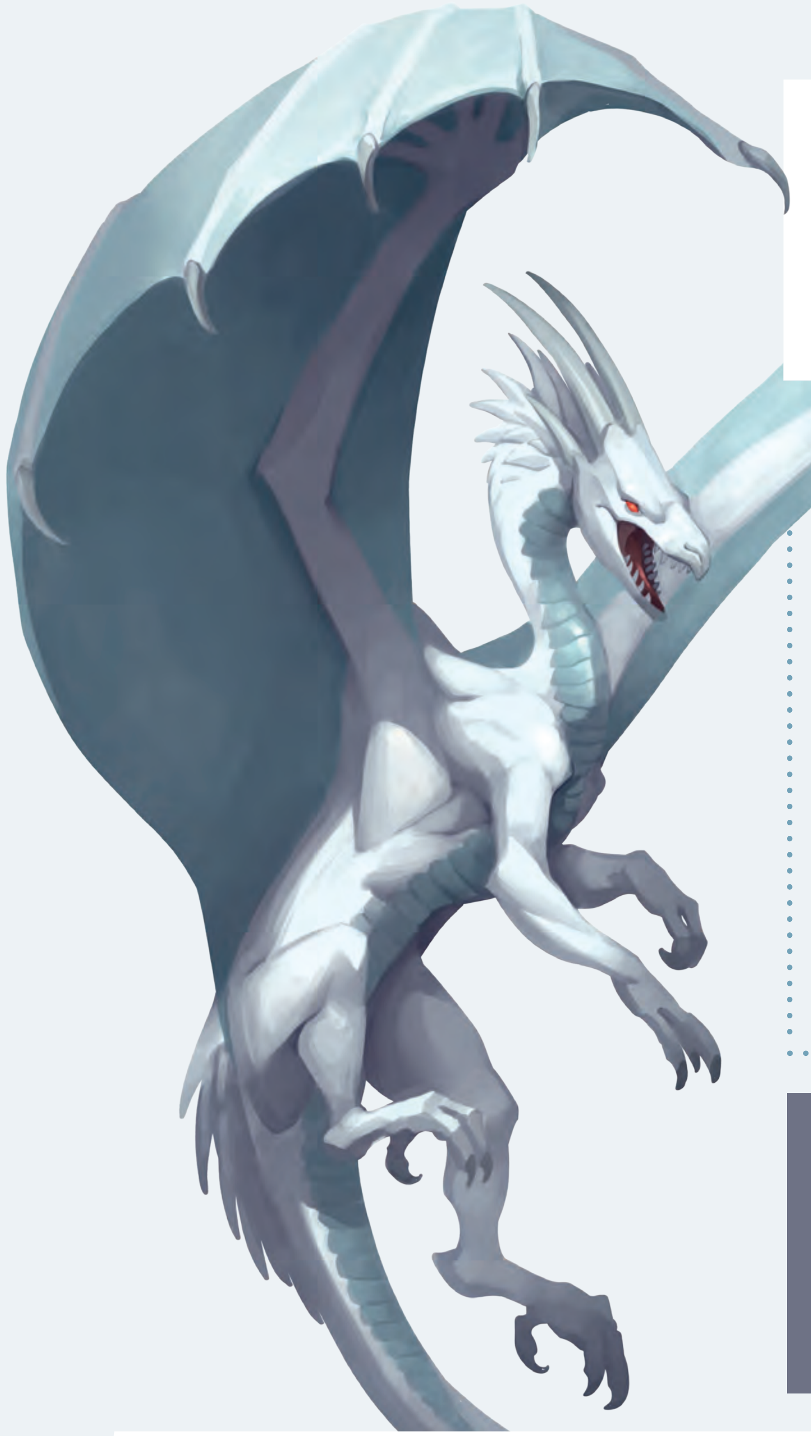
- To reach the lair, the party must climb up a huge glacial wall, then rappel down through a hole in the ice, without injuring themselves.
- As they enter the icy lair, Shrinden will confront the party and try to protect the valuable hoard.

BACK TO BITE US

- After subduing Shrinden, the party can start to search the lair. Suddenly, Waldav returns from his hunt and viciously attacks the party.
- After defeating Waldav, the party can claim treasure from the hoard. Rudia gives the party their fee after they return to the village, and promises their story will be told for generations.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Acolyte	10	9	+0	Protective spells
Goat	10	4	+0	40 ft speed
Kobold	12	5	+2	Sensitive to sunlight
Yeti	12	51	+1	Camouflaged in snow
Y. W. Dragon ☨	17	196	+0	Icy breath attack



★ Quest Rewards ★

Rudia offers the party **150gp** from the village's emergency fund if they can defeat Waldav and tells them they may take extra from his hoard. The hoard contains **3000sp**, fifteen assorted **gems** (worth 10gp each) and an **Emerald Elemental Gem**.

Secrets and Clues

1. For centuries, people in this area lived in fear of Dultfar the Destroyer, an Ancient White Dragon.
2. As a child, Rudia survived an attack by Dultfar on a local school; many of her classmates did not.
3. When Dultfar died 50 years ago, locals were able to build new farms, much closer to his glacial lair.
4. After being driven away from his sister's territory, Waldav has claimed Dultfar's lair as his own.
5. Local farmers have tried to defend their Goat herds, but are no match for Waldav's strength.
6. Shrinden pledged his loyalty to Waldav, but can get confused and call him Dultfar by mistake.

Level ⑤-⑥ Adventure

EASIER: Waldav could be a White Dragon Wyrmling who was hatched and raised by Shrinden in the lair. You could also remove one of the Yetis.

HARDER: Try replacing the Yetis with a Frost Giant and make Waldav an Adult White Dragon.

Key Locations

RUDIA'S COTTAGE

"Bundles of dried plants have been thrown into the fireplace, creating smoke that smells of rose and fiery pepper. Wooden shutters block out the sun."

Rudia's cottage has one room on the ground level, serving as a living room and tidy kitchen.

Mismatched books and scrolls litter the cosy room, along with tapestries, vases and carvings that depict historic scenes.

GLACIAL ENTRANCE

"A stark, white ice wall stands at three times the height of the nearest tree. A slight overhang casts a shadow on the ground at the base of the glacier."

The party must climb the slippery 100 ft wall using any equipment they own or have borrowed from Rudia.

A large shaft has been burrowed into the top of the glacier, big enough for a dragon to fly through. The party must descend into the lair below.

INSIDE THE LAIR

"A huge, hollow space has been burrowed into the glacier's core. Dim light and echoing noises bounce off the jagged icy walls in unexpected ways."

The party descend into a smaller section of the lair, scattered with chunks of ice and frozen bones.

Shrinden blocks the entrance to a larger cavern carved out of the glacier, where Dultfar's skeletal body still sits on top of his hoard.

SHELTER WITH RUDIA → HUNTED BY YETIS → CLIMB THE WALL → INTO THE LAIR → MEET SHRINDEN → DEFEAT THE DRAGON

IN TOO DEEP

SPOOKY · INVESTIGATION · REMOTE VILLAGE

Something stirs in the deep, icy waters near an isolated village. The townsfolk have fallen under an ancient creature's spell, and have no choice but to let it control them. The party may well be the inhabitants' last hope to break free from their brainwashing.

→ Starting the Adventure

"An advertisement seeking potato harvesters intrigued you, due to the shaky handwriting and high reward. Suspicion drove you to investigate further. Owned by a man named Dunfried, the potato farm lies on the icy outskirts of a village north of your current location, so you made it your mission to travel there without delay. Upon your arrival, you find Dunfried alone in his field, digging for potatoes amongst discarded hoes and trowels."

Dunfried is terrified about the strange goings-on in the village, and hopes to harvest his crops quickly and leave. When he realises the party are experienced adventurers, he offers them more money to investigate, so he doesn't have to flee. An Aboleth who lives in the village's lake was roused a month ago by a man named Sigmund, and has brainwashed many of its inhabitants since, including all of Dunfried's farmhands and labourers.

Important Characters

DUNFRIED GIRD

DWARF, MALE, 48 (COMMONER)

Potato farmer who wants to flee the village. Has lost his friends and employees to the Aboleth's charm.

"Dunfried has the stocky frame of someone who works hard. His braided, black beard tucks underneath his muddy, burlap apron."

SIGMUND PERKINS

HUMAN, MALE, 61 (CULT FANATIC)

Collector of curios and the owner of a small museum. The Aboleth's chosen spokesperson and emissary.

"Sigmund is a smart dresser, and wears a navy suit and cravat. His hair is slicked down, and his wide grin reveals a gap-toothed smile."

KUULEMA

ABOLETH, FEMALE, 1000+ (ABOLETH)

Brainwashing a village from under an icy lake; she sees it as the start of her new, expansive empire.

"The hideous, otherworldly flesh on Kuulema's eel-like body seems to shiver and mutate."

Suggested Story

Set the scene, have the party talk to Dunfried about what is happening in the village, then continue:

LOSING SLEEP

- Dunfried implores them to investigate the village, offering his barn as a temporary safehouse.

STRANGEST THINGS

- While investigating, day or night, the party find brainwashed villagers standing still; people who refer to themselves as 'clean'; glyphs in the shape of water droplets carved into door frames; and villagers eating raw, unfilleted fish.
- Brainwashed villagers congregate at the tavern. If inspected, the patrons all turn to look at the party and give them a simultaneous welcome, smiling.

ONE OF US

- Many of the villagers mention the frozen lake. When the party head there, they find four Cultist villagers dragging a screaming man from his home while chanting about 'becoming clean'.
- Sigmund and nine Cultists are performing a ritual at the lake's centre. The Cultists attack the party; four will turn into Gibbering Mouthers when fallen.
- Sigmund will stop the ritual and join the fight after six of the Cultists are defeated.
- Kuulema asks the party to submit to her. If they decline, she will shatter the ice and plunge them into the cold water, fighting them to the death.

A BAD DREAM

- Free from Kuulema's influence, the village will wake up from its brainwashing and start to rebuild.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Aboleth	17	135	-1	Uses its watery lair
Commoner	10	4	+0	Club (farming tools)
Cult Fanatic	13	33	+2	Buffs with spells
Cultist	12	9	+1	Cannot be frightened
Gib. Mouther	9	67	-1	Warps nearby terrain

Key Locations

DUNFRIED'S POTATO FARM

"Dunfried's farm is organised and well laid out, but intrusive weeds and wild brambles have grown and choked his crops: an unfortunate side effect of his staff abandoning their posts."

Dunfried lives alone in his small farmhouse, and tends to spend most of his time there to avoid the gaze of the brainwashed villagers.

His barn houses his reliable horse, Buggs, and his freight wagon.

THE GULL AND DUCK TAVERN

"The dingy interior of this old tavern is full of quiet patrons. Each sits upright, looking straight ahead, including the quartet of folk musicians on the elevated, wooden stage in the centre."

Brainwashed villagers hang around the tavern to make it easy for their leader, Sigmund, to address them all in one place if needed.

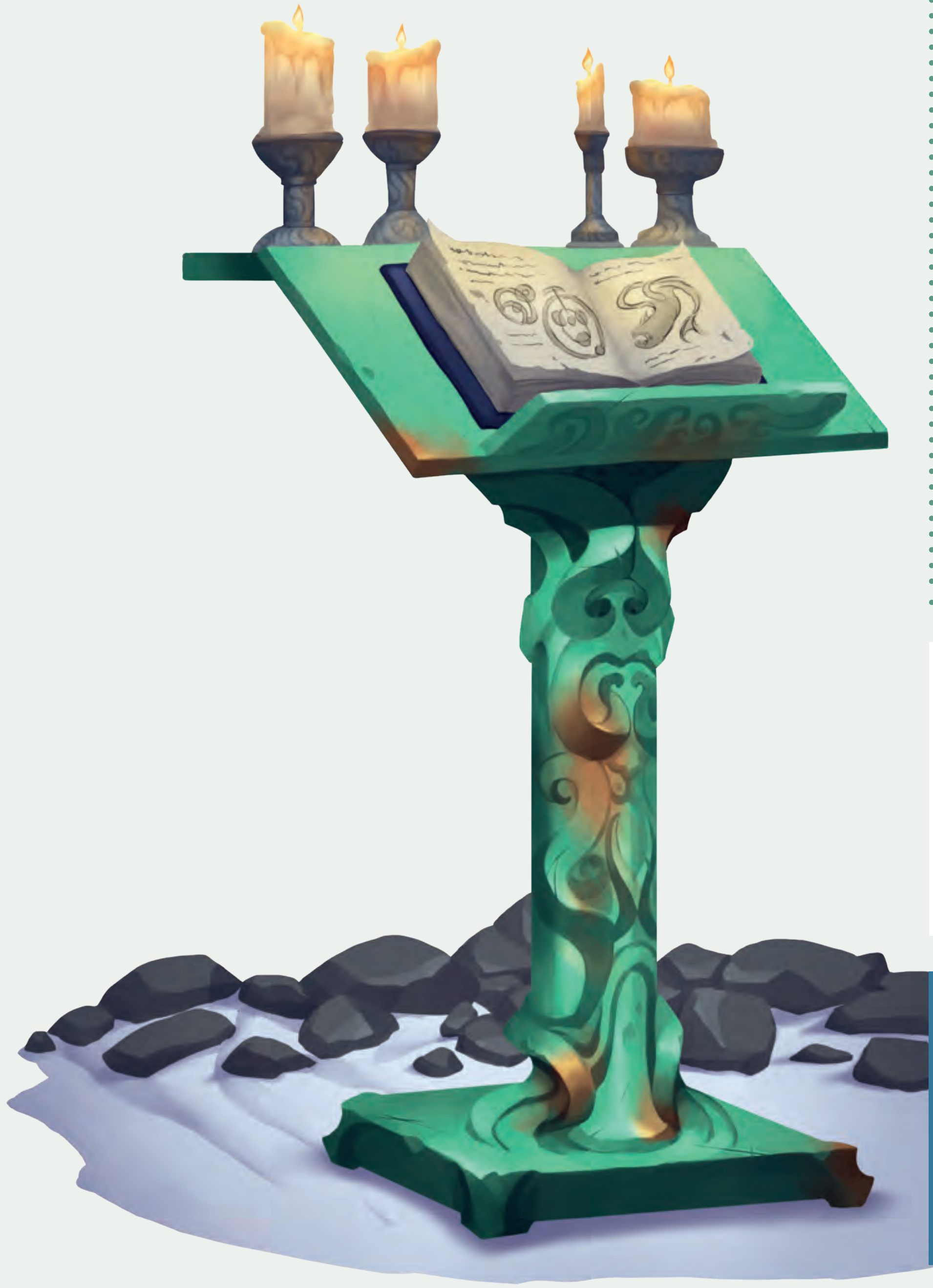
Non-brainwashed villagers sit scared at home with their doors bolted shut.

FROZEN LAKE

"A significant crack sits at the centre of this wide, iced-over lake. Candles and soot encircle the breach, as well as a lectern and a number of chairs."

The crack in the ice leads to the depths where Kuulema resides.

All the brainwashing ceremonies take place here, as well as other strange rituals that lend Kuulema more power. Sigmund leads the Cultist villagers from his lectern.



Secrets and Clues

1. Sigmund is obsessed with cryptozoology, and moved to the village in the pursuit of the Aboleth.
2. Sigmund used an ancient tome he bought to talk to Kuulema, but was immediately charmed by her.
3. Kuulema once presided over an empire. The ruins of the capital city sit at the bottom of the lake.
4. The village elders are keen ice fishers, so they were easy for Sigmund to lure to Kuulema's lair.
5. The brainwashed villagers believe Kuulema has 'cleaned' their minds; she visits them in visions.
6. Dunfried inherited a Ring of Mind Shielding, so has been protected from Kuulema's influence.

★ Quest Rewards ★

Dunfried will offer **200gp** in return for the party's help. If they defeat the Aboleth, Dunfried will also gift them his inherited **Ring of Mind Shielding**. Bizarre, **purple crystals** can be found implanted into each of Sigmund's palms (worth 300gp each).

Level ⑦-⑧ Adventure

EASIER: Kuulema could be badly injured after years under the ice, and Sigmund could simply be a Cultist.

HARDER: Kuulema could be surrounded by Merrow, the surviving inhabitants of her city. Sigmund could use Incubus stats, and lead Cult Fanatic villagers.

FLEE OR FREEZE

THRILLING ESCAPE ICE PALACE

Mistakenly trespassing into the grounds of an Archmage's palace has landed the party in icy dungeons without their weapons. The chilling discovery that they aren't the first to make this fatal misstep prompts a desperate attempt to escape before the cold catches up to them.

→ Starting the Adventure

"Your head pounds as you regain consciousness. Your prone body rests on cold, hard stone, and you are briefly confused. The last thing you remember was travelling through an epic snowstorm, but you can no longer feel or hear the biting wind on your face. Opening your eyes, you discover you are now somehow captives in a stark, icy prison cell."

Important Characters

ELBERT TRITCHERS
ELF, MALE, 478 (ARCHMAGE)
A hunched caretaker with rotten teeth, who laughs at the party's plight. He is actually Boreas in disguise.

MAGALSWIN 'MAG' WESTHAMMER
GOBLIN, FEMALE, DIED 7 YEARS AGO (GHOST)
Mag and her allies were killed trying to fight their way out of the palace. Her regrets tie her spirit here.

ARCHMAGE BOREAS GALESTRICK
HUMAN, MALE, 62 (ARCHMAGE)
This tall, handsome wizard enjoys toying with his captives, and treats their escape attempts as sport.

Suggested Story

Set the scene, have Elbert approach and tell the party they were caught trespassing, then continue:

COOL RECEPTION

- Elbert tells the party that they will be left in their cell to freeze, and will likely die in an hour or two.
- When Elbert goes to feed the 'dogs', the party can try to break out and grab their confiscated gear.

CHILL IN THE AIR

- Mag's Ghost appears and tells of her tragic run-in with Boreas. She explains a teleportation device in the treasure room is the party's only way to escape.
- The palace corridors are trapped with Symbol spells, and are also guarded by four Winter Wolves.

COLD-HEARTED CHOICES

- The party reach the treasure room and find Elbert cleaning. During their conversation, Boreas will drop his disguise, mock the party and attack.
- Mag reappears and pleads with the party to focus on escaping, knowing Boreas will fight to the death. As party members reach the device, they must decide on the order they will flee to safety.

Key Locations

ICY DUNGEONS — Arcane lights cast a pale-blue glow on the ice-encrusted dungeon walls.

The party are all held in one cell, which is sealed by an Arcane Lock spell. The cell's scarce contents includes a wooden bunk, broken chains and shards of bone.

TREASURE ROOM — Like the rest of the palace, the treasure room is decorated elegantly, but there is a deadly chill in the air.

The teleportation device is a full-length mirror; Elbert appears to be polishing it when the party arrive.

Secrets and Clues

1. The party strayed onto Boreas' land, triggering a spell that transported them into the dungeons.
2. The party's weapons were confiscated before they woke up and are stored in a chest near their cell.
3. Only one being can travel through the teleportation device at a time, so the party must leave one by one.
4. The device transports beings to a tavern in a village nearby. Boreas has no interest in following them.

Level ⑦-⑧

EASIER: Boreas could instead be a Mage, and you could replace the Symbol spell with a Glyph of Warding.
HARDER: Have the treasure room be guarded by an Ice Devil, who fights alongside Boreas.

ICE TRIALS

LIGHT-HEARTED COMPETITION TOWN OUTSKIRTS

The party have travelled to compete in the legendary Ice Trials, tempted by advertisements that promise fame and fortune for the winning team. Three gruelling challenges stand in their way, but with only one other competitor in the running, how hard can it be to win?

→ Starting the Adventure

"Upon arriving in town, you enquired about how to sign up for the Ice Trials. You received some odd looks and muffled laughs, but were eventually told to look on the outskirts of town for someone named Pedra Rinkle. You soon spot a huge table draped in a shiny, blue advertising banner. A small figure sits behind the desk, bundled up in many heavy coats."

Important Characters

PEDRA RINKLE
HALFLING, FEMALE, 23 (COMMONER)
Pedra administers the Ice Trials and is overjoyed to have new contestants to liven up the competition.

ERIKK OLAHANSSEN
HUMAN-GIANT, MALE, 32 (GLADIATOR)
Athletic Erikk is the Trials' defending champion. He delights in jovially trash talking his new opponents.

YOHANNA STONEHEAD
FROST GIANT, FEMALE, 64 (FROST GIANT)
White-haired Yohanna carries an enormous axe, both her weapon and armour are covered in ice.

Suggested Story

Set the scene, describe Pedra and have her quickly sign up the party as contestants, then continue:

ORIENTATION

- Pedra introduces the party to Erikk, the only other contestant. Although Erikk is competing alone, the party can enter as a team to try and beat him.

THE TRIALS

- First, the party must herd five dangerous Mammoths into their team's pen. If the party succeed an attempt, the animal goes into their pen; on a failure, it goes into Erikk's pen and he gloats.
- Next, the teams sledge down an icy luge track, and must test their dexterity to grab flags as they race. There are seven flags on the track; whichever team grabs the most will win.

GIANT FINALE

- Finally, the party must fell a 60 ft tree and chop it into logs as quickly as possible. Erikk is spotted by a Frost Giant who attacks him and then the party.
- If the party can save Erikk, he is in awe of them, and declares they are victors of the Ice Trials.

Key Locations

MAMMOTH PADDOCK — A huge, snow-covered paddock has been roped off on the outskirts of town; five woolly Mammoths are huddled in one corner.

The party must attempt to drive the beasts into their team's pen, without getting gored or stomped on.

LUGE TRACK — The smooth ice walls of the track zig-zag across a steep hill. Orange flags line the centre.

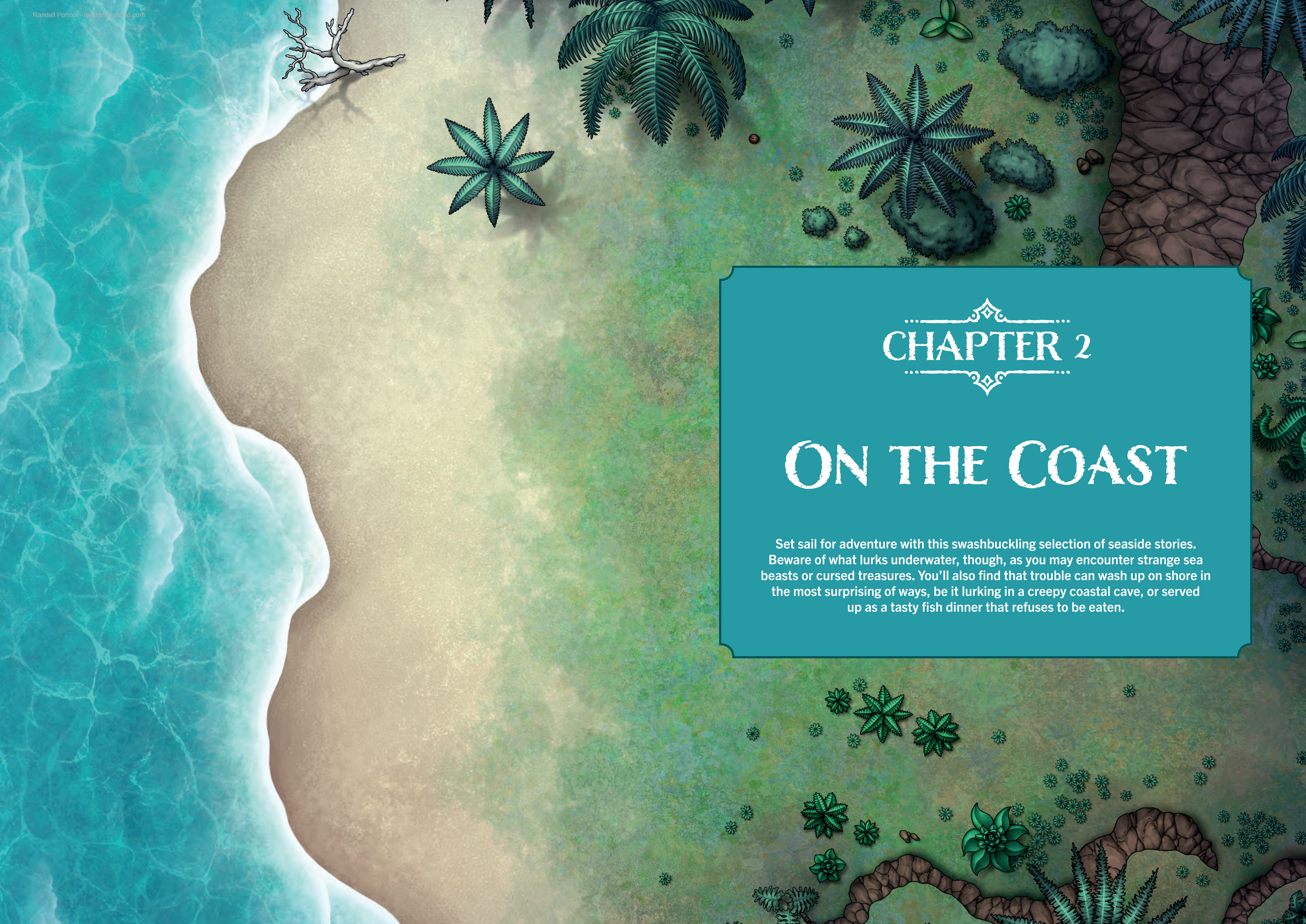
As the two teams hurtle down, they must manoeuvre their sledge around bumps and Ice Mephits. Hitting the obstacles hinders the party's attempts to grab flags.

Secrets and Clues

1. Erikk has won the last nine tournaments. For the past six years, he has been the only contestant.
2. As Erikk always wins, locals have stopped coming to witness the Trials. Pedra hopes she can change this.
3. Yohanna has a history of bothering the villagers, including smashing buildings and stealing cattle.
4. Ice Trial winners are traditionally guests of honour at a celebratory feast after the contest's conclusion.

Level ⑦-⑧

EASIER: Try swapping the Mammoths for Giant Elk and making Yohanna a Hill Giant.
HARDER: You could swap the Ice Mephits for an Air Elemental and have two Frost Giants attack Erikk in the final fight.



CHAPTER 2

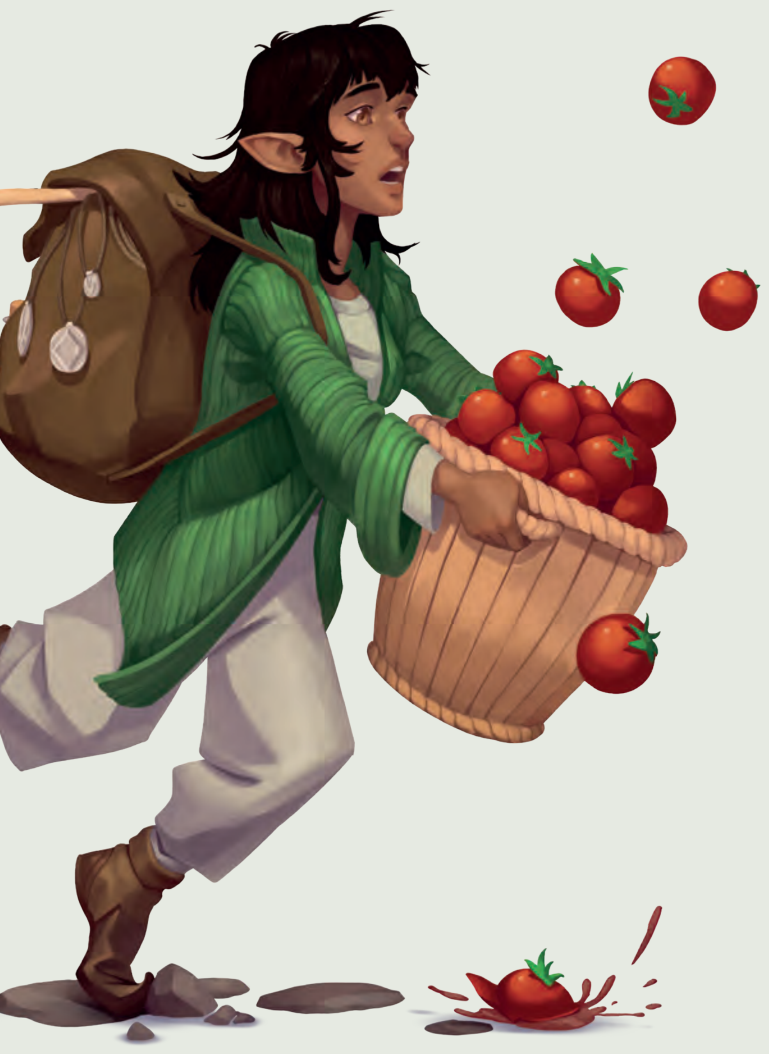
ON THE COAST

Set sail for adventure with this swashbuckling selection of seaside stories. Beware of what lurks underwater, though, as you may encounter strange sea beasts or cursed treasures. You'll also find that trouble can wash up on shore in the most surprising of ways, be it lurking in a creepy coastal cave, or served up as a tasty fish dinner that refuses to be eaten.

DOWN AT THE DOCKS

LIGHT-HEARTED DEFENCE NAVAL SHIP

When a torrent of tomatoes smacks the party directly in the face, they are swiftly caught up in the latest mishaps of eternally unlucky sailor, Daphie Hornspark. Poor Daphie risks dismissal by an angry admiral with no sense of humour, unless the party can help her.



→ Starting the Adventure

"Receiving word that the ship you were due to travel on is delayed, you've just settled down on a bench to kill time watching the bustle of the busy port. Suddenly, a number of firm, spherical lumps rain down on you. The projectiles burst on impact, covering your face, hair and clothes with a sticky liquid. As you wipe tomato from your eyes, you see a sailor rushing towards you, babbling an apology."

Daphie Hornspark is widely regarded as the unluckiest sailor in the fleet. While her crewmates find Daphie's mishaps endearing, her clumsiness has drawn the ire of grumpy Admiral Wyndar, who is capable of putting her whole naval career in jeopardy. He has given her an impossibly long list of chores to complete by noon, less than two hours from now. If Daphie fails, she'll lose her place on the *Serendipity*'s next voyage, face disciplinary action and possibly be kicked out of the navy for good.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner ↑	10	8	+0	Club (plank of wood)
Dis. Giant Rat	12	7	+2	Diseased bite
Grey Ooze	8	22	-2	Destroys metal
Scout	13	16	+2	Good hearing
Veteran	17	58	+1	Ceremonial sword

Suggested Story

Set the scene, describe Daphie, have her apologise for spilling tomatoes on the party, then continue:

UNDER WATCH

- Admiral Wyndar walks past, shouts at Daphie and says, "This is your last chance. I don't care how you get your chores done, just get them done!".
- Once the admiral has left, Daphie explains he will fire her if she doesn't complete her chores in time. She offers to pay the party to help her finish.

SHIPSHAPE AND READY

- First, the party must load supplies onto the ship and take them to Ella's galley. Daphie falls off the gangplank and must be lifted out of the deep water.
- Next, the party must change the sheets in the captain's quarters. Daphie disturbs a nest of four Diseased Giant Rats and is immediately bitten.

SWAB THE DECKS

- The final task is swabbing the decks. Daphie knocks over a heavy oil barrel. The barrel contains two Grey Oozes, which attack the party.
- After one round of combat, Ella rushes to the deck to help defeat the Oozes. At the end of the fight, Daphie falls into the empty barrel and gets stuck.

BON VOYAGE

- Admiral Wyndar appears, furious about the mess. After the party take Daphie out of the barrel, she shows off a spyglass she has just discovered inside.
- Ella says Daphie should be rewarded for finishing her chores, exposing onboard hazards and finding the lost spyglass. The admiral reluctantly agrees.

Important Characters

DAPHIE HORNSPARK
GNOME, FEMALE, 21 (COMMONER ↑)
Accident-prone Daphie grew up in a family of sailors, and has always dreamed of serving in the navy.

"The sea breeze has made her hair knotted and unruly, while her white sailor's uniform is dusty and wearing away at the knees."

ADMIRAL VRISH WYNDAR
HUMAN, MALE, 53 (VETERAN)
Admiral Wyndar oversees the missions and crews of a fleet of naval ships from his offices on shore.

"The admiral is neatly turned out, with boots, buttons and beard all shining in the sun. He stands as stiffly as his heavily starched collar."

ELLANOR 'ELLA' YARM
BUGBEAR, FEMALE, 36 (SCOUT)
First mate and cook onboard the *Serendipity*, Ella is fond of Daphie, but cannot overrule the admiral.

"This sturdy sailor is double Daphie's height. She has a warm smile, despite her sharp teeth."

Secrets and Clues

1. The admiral resents Daphie because she once spilled ice cream on his uniform before a parade.
2. Admiral Wyndar is especially irate today because he has lost his lucky, handheld, brass spyglass.
3. Daphie has served on the *Serendipity*, a small naval scout vessel, for the past year.
4. Despite her bad luck, Daphie is popular with her crewmates, due to her infectious optimism.
5. The *Serendipity* is about to go on its first lengthy voyage overseas, after a series of shorter trial trips.
6. The rest of the crew are off enjoying their last day in port, while Ella oversees final preparations.
7. Ella is friends with one of Daphie's older brothers; she promised him she'd watch out for Daphie.
8. If Daphie receives a dismissal from the navy, she'd struggle to find work on any other ship.
9. The captain keeps a secret stash of biscuits in his linen closet, which attracted the nesting rats.
10. No one realised the Grey Oozes had made their way into the ship's regular delivery of oil barrels.

Key Locations

NAVAL DOCKS

"A refreshing morning breeze lifts at ropes and tarpaulins, sending them rippling through the air. Dock workers shout greetings to each other, joking and gossiping while they work."

The jetty the party were due to embark from is also where the *Serendipity* is docked.

Twenty large crates of supplies are stacked on the jetty, waiting to be loaded onto the ship.

DECK OF THE *SERENDIPITY*

"The Serendipity is clearly newer than any of the other docking vessels. The sails are in perfect condition and everything onboard smells of fresh varnish."

A rickety plank leads from the dock to the ship's wooden deck. The decks look clean, but still failed the admiral's morning inspection.

Barrels of oil are kept on deck to fuel hanging glass lanterns. This is where the two Grey Oozes are hiding.

BELOW DECKS

"Stepping down the smooth wooden steps into the bowels of the ship, you hear the cheerful sounds of someone singing an old sea shanty."

The party must load all the crates into a supply room adjoining the galley, where Ella is busy cooking.

The crew sleep in hammocks, but the captain has his own room with a large bed. There are rodents nesting in the linen closet.

★ Quest Rewards ★

Daphie offers the party 80gp (her salary for the next voyage) to help her. If Daphie keeps her job, Ella will provide a hot meal and a drink as a thank you. If the admiral is suitably persuaded, he will reluctantly promote Daphie from Cadet to Ensign.

Level ①-② Adventure

HARDER: You could replace the Diseased Giant Rats with a Swarm of Poisonous Snakes and replace the Grey Oozes with two Ochre Jellies.

EVEN HARDER: The Grey Oozes could be Black Puddings, and Ella could arrive after the fight.

WAVE OF DESTRUCTION

ADVENTUROUS ✶ CONFRONTATION FISHING VILLAGE

The placid waters near a fishing village have been invaded by a huge, aquatic beast. The creature is destroying the ecosystem, attacking villagers and blocking passage to an island full of healing herbs. The party need to act quickly, before the creature claims its next victim.

→ Starting the Adventure

"The dour mood within this coastal fishing village is palpable. Melancholy citizens sit outside their modest, wooden abodes and stare wistfully at you; your presence providing a brief distraction from their current plight. Despite the village's proximity to the coast, there is a distinct lack of activity in the water – no fishing, surfing, or even children playing. Something has terrified the people who live here."

A vicious Plesiosaurus has moved into the waters near a quiet fishing village. As well as feasting on stocks of native fish in the bay, the creature has attacked and injured six villagers. Travel to a nearby island is extremely unsafe, cutting the villagers off from the healing herbs and other ingredients that sprout there. Until access to the island is restored, all the injured villagers will remain in pain. A warrior named Pag has been tasked with driving away the beast, or destroying it once and for all.

Important Characters

PAGRUS 'PAG' GELD

HUMAN-ELF, MALE, 42 (SCOUT)

Pag is the go-to protector of the fishing village. He has some experience fighting off sharks.

"Pag's navy-coloured armour is decorated with fish bones, beads and colourful string, as is his flowing, blonde hair."

ETHEL LONGREELER

HALFLING, FEMALE, 28 (COMMONER)

Ethel is by far the best angler in the village. Her sister, Lara, was recently injured by the beast.

"The many pockets on Ethel's scruffy tunic are crammed with lures, bait, hooks and reel."

CUDA GALLANHART

ELF, FEMALE, 649 (DRUID)

Cuda is an elderly sage who watches over the village. She is worried about the current threat to the water.

"Several critters have made a home within the layered furs that Cuda wears, and a family of blue birds are roosting within her silvery hair."

Suggested Story

Set the scene, give space for the party to react, have Pag walk into the party's path, then continue:

FISHING FOR HELP

- Pag recounts the issue the village is facing, and explains that anyone who helps remove the creature will be rewarded by the village elder.
- Once the party agree to help, Pag shares his plan. He hopes to repair a boat, sail out to the creature's location, place bait in the water, then ambush it.

BARRELS OF BAIT

- The party need to learn what fish will best bait the beast; Pag directs them to Ethel, an expert angler.
- She advises fishing for Quippers on a nearby jetty. The amount caught will stall the Plesiosaurus for 0, 1 or 2 rounds when the party feed it the bait.

SINK OR SWIM

- To repair a boat, the party will need to ask Cuda if they can chop down trees from a nearby thicket.
- Cuda will grant permission, and give Potions of Heroism (made from healing herbs) to the party.
- Depending on how well the party complete the repairs, their boat will have 5, 15 or 30 hit points.

BRINY BRAWL

- When the party are ready for their showdown, Pag will accompany them on the boat out to sea. The Plesiosaurus will spend time eating the bait, then attack and destroy the boat, then attack the party.
- If the Plesiosaurus flees, the village will celebrate; if it is killed, it will become a feast for the village.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (fishing rod)
Druid	11	27	+1	Speaks with animals
Plesiosaurus	13	68	+2	Quick and stealthy
Quipper	13	1	+3	Sharp bite
Scout	13	16	+2	Keen senses

Key Locations

CUDA'S HUT

"The smell of strong incense drifts from the open archway leading to Cuda's hut. The floor and shelves are covered in jars, trinkets and plant cuttings."

The elder's hut sits on an elevated part of the cove and allows Cuda to view almost the entire village.

The jars and trinkets within Cuda's hut are a mixture of spell components and handmade gifts given to her by grateful villagers.

MANGROVE THICKET

"Thirty or so proud trees sit in a cluster upon sodden, fertile soil; each basking in the cool, coastal sun. Their leaves gently whisper to one another as the wind passes over them."

Handmade bird boxes are nailed into some of the trees, many of which are currently occupied.

Brambles that surround the thicket could be utilised by the party as makeshift rope to aid their repairs.

OPEN WATER

"Unsettling in its silence, water gently laps against the edges of the boat. Sediment and silt in the briny blue make visibility through the waves difficult."

The Plesiosaurus attacks take place at the halfway point between the village and the island.

When the players set out to sea, you can create a suspenseful atmosphere by describing shadowy movements under the waves.

Secrets and Clues

1. Pag inherited the role of protector after defeating the shark that killed his predecessor.
2. The Plesiosaurus first attacked the village three weeks ago; two anglers were injured but survived.
3. Ethel's sister, Lara, was the fifth member of the village to be injured in a Plesiosaurus attack.
4. The village's six fishing boats have been wrecked by the Plesiosaurus, and are out of action.
5. Cuda was the first person to settle in this village, and helped to build it in her younger days.
6. Each villager sees Cuda as a grandmother and oracle; they give her gifts after seeking her insight.
7. Cuda sees the trees in the thicket as sacred, and believes each one is home to a kind nature spirit.
8. Cuda's Potions of Heroism are the last remaining healing herb salves, and were kept for a crisis.
9. Although small, carnivorous Quippers are an excellent source of nutrients for the Plesiosaurus.
10. The Plesiosaurus has made a lair in a submerged cave near the island with the healing herbs.

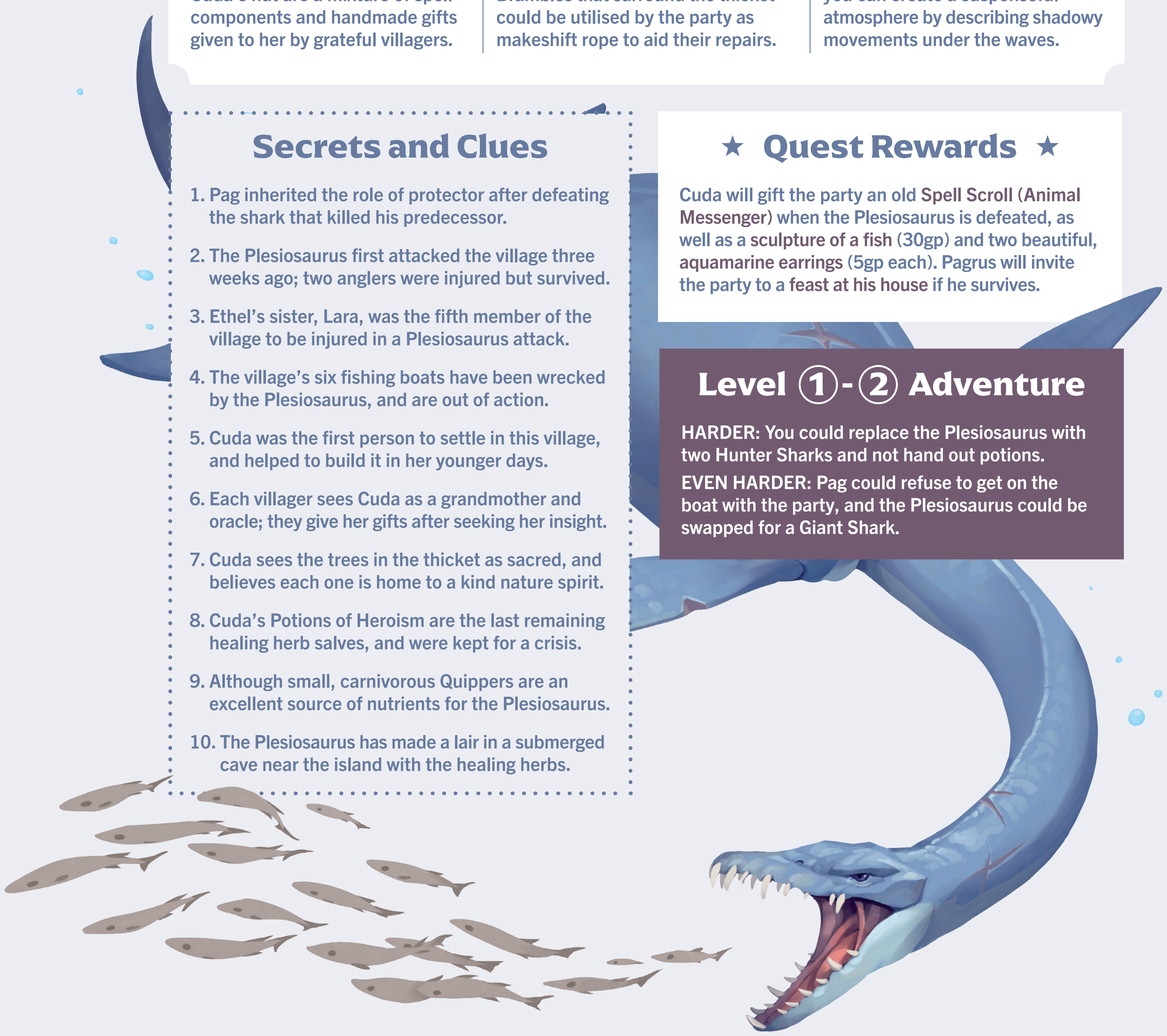
★ Quest Rewards ★

Cuda will gift the party an old **Spell Scroll (Animal Messenger)** when the Plesiosaurus is defeated, as well as a **sculpture of a fish** (30gp) and two beautiful, **aquamarine earrings** (5gp each). Pagrus will invite the party to a **feast at his house** if he survives.

Level ①-② Adventure

HARDER: You could replace the Plesiosaurus with two Hunter Sharks and not hand out potions.

EVEN HARDER: Pag could refuse to get on the boat with the party, and the Plesiosaurus could be swapped for a Giant Shark.



LISTEN TO PAGRUS → SPEAK TO ETHEL → FISH FOR BAIT → MEET WITH THE ELDER → BOAT REPAIR → AMBUSH THE BEAST

DJINN IN THEIR SAILS

MYSTERIOUS · COMPETITION · REMOTE JETTY

Suggested Story

The party enter an annual sailing regatta that is held to celebrate the region's maritime history. There are rules to the main boat race, the most important of which is that no magic is allowed. During the race, the party realise a yacht has hired a Djinni to give them a boost.

Important Character

VEEMA DERYA

DJINNI, NON-BINARY, 45 (DJINNI)

This statuesque sailor has chiselled cheekbones, striking aquamarine eyes and a loud, confident laugh.

Key Location

STARTING JETTY

A floating, wooden jetty is tethered a mile out from the shore; six small racing yachts with different-coloured sails are tied up along the length of it. Judges watch the action from a small, raised viewing platform.

Expanding the Adventure

- Why has the Djinni agreed to help the rival crew?
- How does the Djinni's presence assist the other boat?
- Will the party report the other crew for using magic, or employ their own underhand tactics to win the race?

BARNACLE BOOTY

SPOOKY · ACQUISITION · ROCKY BEACH

Suggested Story

When the party discover a pirate queen's lost treasure map, they set off to explore a beach covered in odd, geometric rock formations. The map suggests many chests are submerged in the rock pools between the stone steps, but they won't be easy to retrieve.

Important Character

BESSLA 'BARNACLE BESS' GLADKIN

TIEFLING, FEMALE, DIED 80 YEARS AGO (GHOST)

Famed and fearsome pirate leader who still haunts the rocky area where she buried her beloved treasure.

Key Location

CHUUL CAUSEWAY

Traversing the uneven, rocky steps of the causeway brings the party into contact with fiercely snapping Giant Crabs, enormous Chuuls and the terrifying Ghost of Barnacle Bess herself.

Expanding the Adventure

- Does the map give clues about the dangers present?
- How deep are the treasure chests submerged, and are they still there for the taking?
- What kinds of treasure did Barnacle Bess bury?

GIVE IT A WHIRL

ADVENTUROUS · RESCUE · OPEN SEA

Suggested Story

Merchants have been reporting a huge whirlpool blocking a busy shipping route. Ships caught in the turbulent waters don't get wrecked, but instead vanish into thin air. The party must sail into danger to find out where the ships are going, and how to get them back.

Important Character

LIESEL RUTTERFELL

ORC, FEMALE, 47 (MAGE)

A specialist in interplanar travel who was also hired to investigate the case; suffers from extreme sea sickness.

Key Location

THE WHIRLPOOL

The tempestuous whirlpool has formed around a newly opened portal to the Elemental Plane of Water. Dozens of ships have been transported to the mysterious realm with seemingly no way to return.

Expanding the Adventure

- What has caused the portal to appear?
- Can the party contact any of the lost ships?
- Is there a way to transport the ships back to the Material Plane, and close the portal once and for all?

Plan ahead for any session involving a boat by noting down the vessel's speed, armour class and hit points.

TROUBLED WATERS

THRILLING · INVESTIGATION · ISLAND MONASTERY

The party are employed by a daring journalist to help break a headline story. This roving reporter wants to expose the secret activities of an unusual cult, but will need protection in order to sneak onto the group's island base and investigate further.

→ Starting the Adventure

"It is late afternoon as you walk along a derelict pier in search of the rendezvous point the journalist gave you, however, dark clouds make it feel much later. Rain falls in sheets as you approach a figure you think may be your contact. They are hunched over a tourist's telescope, studying a nearby island and occasionally writing in a pocket notebook."

Important Characters

REDICK BEWENS

HALFLING, MALE, 47 (COMMONER)

A journalist for the *Daily Griffon*, Redick has hired the party to protect him on his trip to the island.

"He has his hat pulled low and jacket collar raised to protect against the elements."

AGNEY OLMASBORN

HUMAN-ELF, FEMALE, 53 (CULT FANATIC)

Agney is the head of the Order of Vanora. She hopes to consume the Water Elemental's powers.

"Magic moves in waves around her dancing fingertips, and light pulses through her body."

Suggested Story

Set the scene, have Redick explain the mission and lead the party to a boat he has hired, then continue:

ROWING REPORTERS

- As darkness falls, the party and Redick must row to a jetty on the far side of the island, avoiding sharp rocks in the water and detection by the Cultists.

SEARCH FOR EVIDENCE

- The group can sneak into the monastery, but five Cultists will try to stop them reaching the inner sanctum, where lights pulse behind a locked door.
- Inside, Agney is using a Water Elemental in an arcane ritual. Seeing the group, she casts Hold Person on Redick; two Cultists try to drag and throw him into the saltwater pool in the centre.

BREAKING NEWS

- With its captors distracted, the Water Elemental breaks free from the tank that has been holding it.
- Once free, the Water Elemental will slam into Agney, then return to the sea through the saltwater pool. Agney attacks the party until subdued.
- Redick thanks the party for helping with his story.

Key Locations

MONASTERY ISLAND — Located a short distance from the pier, rowing there takes around one hour.

The monastery is the island's only building, and is in a state of disrepair. Its walls are crumbling and its windows are broken, including a glass-domed roof.

INNER SANCTUM — An enclosed, ring-shaped tank hangs over a deep saltwater pool. Agney stands on a platform in the pool's centre, shielded by the tank.

The pool connects directly to the sea; this was how the Water Elemental was caught and how it can escape.

Secrets and Clues

1. Redick came to investigate local reports of dead sea creatures, tidal disruption and odd, pulsing lights.
2. Agney wants to consume the Water Elemental's power, so she can summon an ancient sea titan.
3. Cultists know Redick has been investigating them, but did not expect he would travel to the island.
4. Returning the Water Elemental to the sea will restore normal conditions to the surrounding waters.

Level ①-②

HARDER: Increase the number of Cultists patrolling the monastery to ten, and have four in the sanctum.
EVEN HARDER: Include an encounter with two charmed Killer Whales as the party's boat approaches the island.

FISHY BUSINESS

✦ MYSTERIOUS   🔍 INVESTIGATION   ⌂ COASTAL TOWN

A meal at the most popular dining spot in town takes a bizarre turn when the chef reports that his ingredients have started fighting back. Plucky diners must intervene to stop the chaos that ensues, before finding the magical source of this aquatic anomaly.

→ Starting the Adventure

"The rhythms of life in this small, coastal town are as predictable as the tides. Sailors fish the same waters, sing the same folk songs and observe the same customs as the generations who came before them. Glowing reviews of the Goblin Hob's fried fish fritters, hearty clam chowder and spicy, marinaded oysters have drawn you to book a table. For an outsider's newly opened eatery to gain such popularity in this traditional town is testament to chef Kaz Kardwall's culinary skills."

As they sit down, the party have their orders taken and are told by Trina that their meal will be delayed due to a late delivery of today's catch. Unknown to the diners, Trina is angry that her family's café went bust when Kaz's opened. She has hired a Sea Hag to ruin Kaz's business. The Sea Hag has transformed Kaz's trusted anglers into seafood, in an attempt to drive away his loyal customers.

Important Characters

KAZ KARDWALL
GOBLIN, MALE, 22 (COMMONER)
A determined and skilled young chef. He is very intelligent, and has big plans for his new business.

"Kaz wears a spotless white apron and chef's hat, and moves at a frenetic pace. His fingers often fidget while he dreams up new meals."

TRINA PESCE
HUMAN, FEMALE, 40 (COMMONER)
The Goblin Hob's waiter. She has years of experience from working in her family's now-closed fish café.

"Trina balances items on her silver platter with easy grace. Her red hair is neatly pinned back."

FRITH OCEANSTRIDER
SEA HAG, FEMALE, 251 (SEA HAG)
Given the chance, she relishes in making other people suffer. She travels with six Sahuagin minions.

"Long, oily seaweed falls in waves around Frith's face, where a blue tinge is noticeable in her skin. A tempestuous fervour swirls in her eyes."

Suggested Story

Set the scene, describe the Goblin Hob, have Trina take the player's orders, then continue:

TODAY'S SPECIAL

- While the party are waiting for their lunch, Kaz bursts out of the kitchen screaming, claiming his ingredients are possessed.
- Three Octopuses and four Giant Crabs are close behind Kaz. The creatures begin causing damage and attacking diners. They must be stopped!

CREATURE CONTAINMENT

- If any of the creatures are knocked out, they turn straight back into an angler from the *Sandpiper*. Otherwise, they turn back after 10 minutes.
- The anglers are dazed, but remember a hooded figure on board their ship and a flash of green light. Kaz hires the party to investigate the ship to find out the source of this cursed catch, while he deals with angry diners demanding refunds.

TRAWL FOR CLUES

- The *Sandpiper* is moored in the docks. Frith and her minions have turned the ship into a horrid lair and can be found lurking in the boat's damp hold.
- After defeating Frith, the party can easily find a letter signed by Trina. In the letter, Trina offers good money to the Sea Hag for her employer's downfall.

CATERING TO DEMANDS

- If the party return to the Goblin Hob and confront Trina, she will cry and beg Kaz for forgiveness.
- Betrayed, Kaz will leave Trina's fate up to the party.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (wooden spoon)
Giant Crab	15	13	+2	Each attack grapples
Octopus	12	3	+2	Sprays an ink cloud
Sahuagin	12	22	+0	Frenzied by blood
Sea Hag	14	52	+1	Horrifying form

Key Locations

THE GOBLIN HOB

"A former tackle store, the rough, white walls of this eatery are still decorated with fishing paraphernalia."

Delicious smells drift from a tiny, cramped kitchen, accessible by a serving hatch and a narrow door. The simple dining room only has a dozen finely decorated tables.

A long and winding queue often forms outside, full of potential patrons hoping to book a table.

DECK OF THE *SANDPIPER*

"The crimson boat appears sturdy and has plenty of nets and fishing equipment visible on deck."

The *Sandpiper* is difficult to locate, as it is moored at the far end of the docks. It is only accessible by traversing a rotting pier.

The ship is eerily quiet and the acrid stench of a Sea Hag lingers on board. A trail of filthy brine and pieces of rotten seaweed can be found on deck, leading to the hold below.

THE *SANDPIPER'S* HOLD

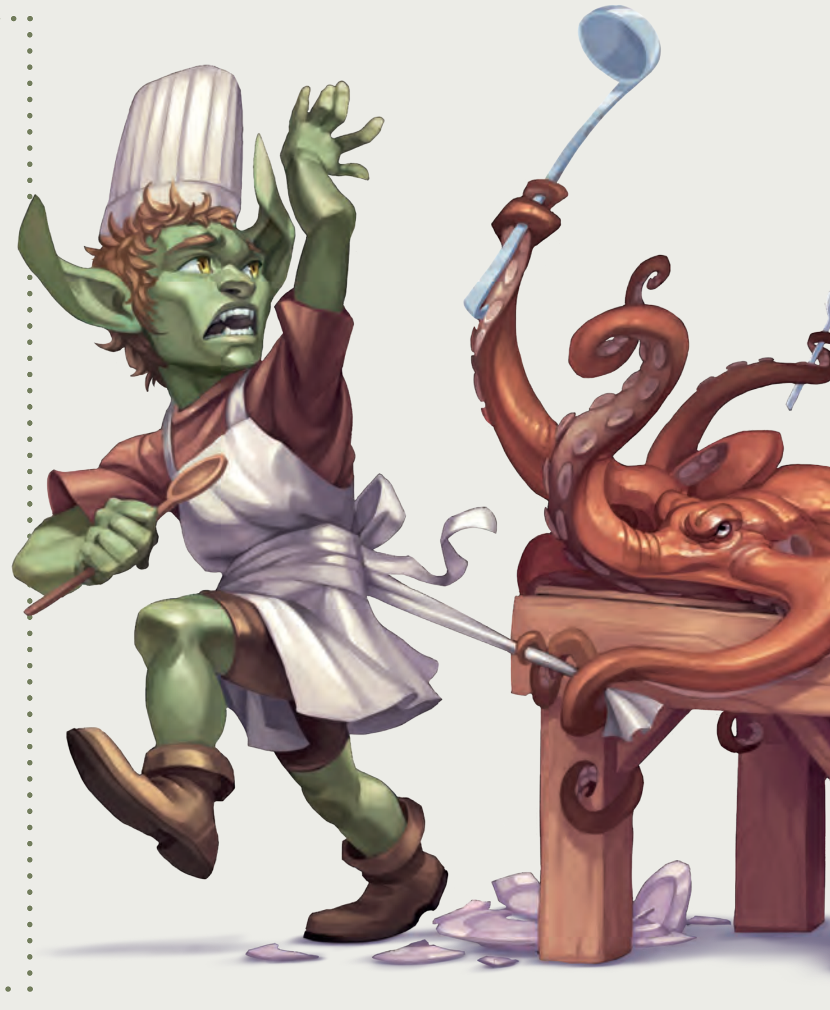
"Muddy water coats the walls and forms puddles on the dirty, wooden floor. Barnacles and seaweed seem to have quickly claimed the interior of this once tidy vessel."

The boat's new residents have littered the interior with magical traps, fish bones and slimy kelp.

Frith's six Sahuagin minions are scouring the hold for valuables, and will attack if discovered.

Secrets and Clues

1. Kaz is new to town. He was raised in a mountain village and trained as a chef in a busy city.
2. Last month, Kaz received a threatening note warning him to close his business.
3. Trina's family ran a fish café for years, which went bust after the popular Goblin Hob opened.
4. As a child, Trina was told cautionary tales of those who made deals with the local Sea Hag.
5. A suspicious figure has been lurking around the harbour, asking who supplies Kaz's seafood.
6. Frith used a Wand of Polymorph to transform the anglers and delivered them to Kaz's restaurant.
7. Trina had no idea the methods that Frith would use to ruin the Goblin Hob's reputation.
8. The anglers of the *Sandpiper* only fish for Kaz. He pays them well for their exquisite seafood.
9. The Goblin Hob is nominated for a prestigious award; any bad press could ruin its chances.
10. Frith and her minions are looking for a new lair, because they think their old one is too small.



★ Quest Rewards ★

The party can take the Wand of Polymorph from Frith, but the wand has 0 charges left today. She is also wearing a pouch of six pearls (worth 10gp each) around her neck. Kaz will gift the party a free meal and 200gp for solving the mystery.

Level ③-④ Adventure

EASIER: You could replace the Sea Hag with a Sahuagin, and the Sahuagin minions with Merfolk.

HARDER: Try swapping the Sahuagin minions with Ghouls. Your Sea Hag could also summon a Water Elemental to fight alongside them.

LUNCH AT KAZ'S → OCTOPUS ATTACK → DOWN TO THE DOCKS → EXPLORE THE SHIP → THE HAG REVEALED → CONFRONTING THE WAITER

HAUNTED HORIZON

SPOOKY · DEFENCE · TRADE SHIP

The party are recruited to protect a trade ship as it passes through supposedly haunted waters. Although the haunting is an elaborate hoax, genuine peril arises from a band of pirates led by a monstrously cunning Manticore captain.

→ Starting the Adventure

"The wind is at your back and a light spray of seawater mists your face as you stand on the deck of the Dauntless. It is a proud and well maintained vessel, with large sails and a pair of hefty cannons, but it is also strangely empty. Usually, you would expect there to be ten to fifteen crew members on board. Today, however, your group find themselves alone on deck, accompanied only by the captain and a skittish ship's Cat named Bosun."

Captain Kramresh needs to get a shipment of goods to a neighbouring port by morning, which will require sailing through the night. His superstitious crew refuses to work, due to rumours of ghostly pirates, so Kramresh hires the party to defend the cargo in the crew's place. As night falls, Captain Tavrax's ship, the *Scorpion's Sting,* will appear and attempt to use theatrics and magical tricks to intimidate the *Dauntless* into giving up their goods.

Important Characters

CAPTAIN JEDEDIAH KRAMRESH

DRAGONBORN, MALE, 45 (SCOUT)

An experienced sea captain whose seasoned instincts help him detect foul play and deception.

"His golden scales glean as he stares off into the horizon. He has a singular focus that reassures you the ship is in good hands."

CAPTAIN TAVRAX

MANTICORE, MALE, 110 (MANTICORE)

Tavrax thrives on dramatic scare tactics before raiding and pillaging ships with ruthless precision.

"The Manticore snarls, revealing wickedly sharp teeth that match the spikes on his tail. His wings seem almost as big as ship sails."

LERISSA GRAYLOCK

TIEFLING, FEMALE, 35 (ACOLYTE)

The first mate on Captain Tavrax's ship. Lerissa learned basic magic while travelling with a circus.

"Up close, you can see Lerissa's pallid skin is the result of expertly applied make-up."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Acolyte	10	9	+0	Thaumaturgy
Bandit	12	11	+1	Carries a scimitar
Cat	12	2	+2	30 ft climb speed
Manticore	14	68	+3	Spiked tail
Scout	13	16	+2	Keen senses

Suggested Story

Set the scene, have Captain Kramresh express his scepticism about the hauntings, then continue:

EYE ON THE WAVES

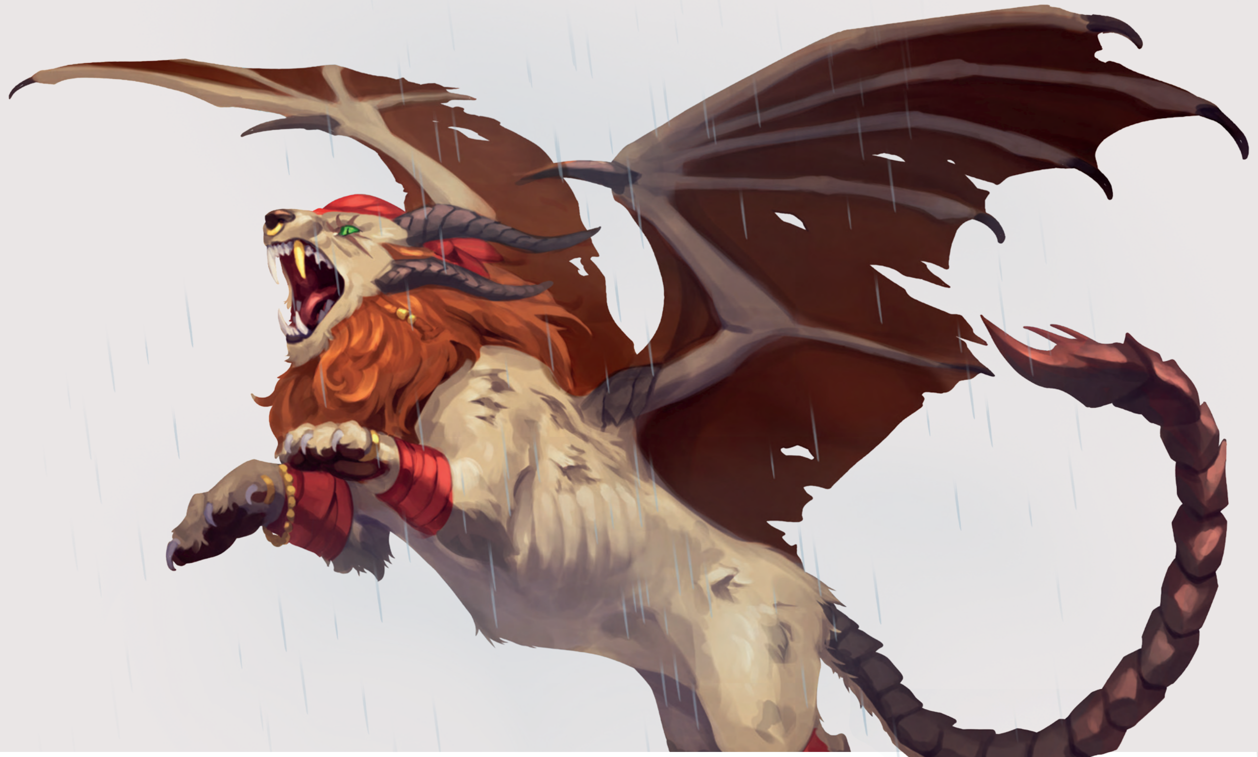
- Captain Kramresh asks the party to watch the horizon for emerging threats. As the evening turns to night, the party see flickering lights in the distance and hear ominous whispers.
- Suddenly, the ship's terrified Cat hisses and runs up the mast. It must be coaxed or fetched down.

LOOSE CANNON

- Captain Tavrax's ship sails into view. A booming voice says that the *Dauntless* will be boarded and those who resist should prepare to face their doom.
- Captain Kramresh attempts to outrun the enemy vessel and has the party load the cannons. The crew have three rounds to load heavy cannonballs and fire at the pirate ship before it catches up.
- The pirates return fire and blow a hole in the *Dauntless's* hull. The party must patch it up, or the ship lists and its deck becomes hard to traverse.

ALL HANDS ON DECK

- The pirate ship catches up. Captain Tavrax, Lerissa, and six Bandits board (reduced by one Bandit for every successful cannon hit the party made). They attempt to steal the ship's cargo.
- Once Captain Tavrax is defeated, any of his surviving crew flee back to their ship. Kramresh opts to let them go and continue his route in peace.
- At dawn, the *Dauntless* arrives safely in port. Captain Kramresh thanks and pays the party.



Key Locations

DECK OF THE *DAUNTLESS*

"Though the ship moves smoothly and swiftly through the water, the lack of crew almost makes it feel like you're on a ghost ship yourselves."

The main deck has been freshly swabbed; a 50 ft tall mast sits at its centre. There is a set of stairs going down to the cannon deck and cargo hold on either side.

Captain Kramresh helms the ship throughout the entire adventure.

DAUNTLESS'S CANNONS

"Next to each polished, black cannon is a pile of cannonballs, each the size of a person's head. They are secured by tightly bound nets to stop them rolling around."

There are two stationary cannons on each side of the ship. They can be adjusted to take aim, but cannot move around the deck.

A cannon requires two people to operate – one to load the cannonball, one to aim and light the fuse.

DAUNTLESS'S CARGO HOLD

"The hold is filled with large crates containing luxury goods including silk clothing, rare spices and bespoke perfumes."

During the cannon battle, the pirates will successfully blow a hole into the cargo hold's wall.

Kramresh will order someone to try and seal the hole to stop water getting into the hold. Failure will result in the cargo being damaged and the ship beginning to tilt.

Secrets and Clues

1. Rumours of the waters being haunted started two months ago, and have spread like wildfire.
2. The magical effects reported by sailors have been caused by Lerissa's use of the Thaumaturgy spell.
3. The regular crew of the *Dauntless* insisted the captain get a Cat to ward off evil spirits.
4. Before Captain Tavrax recruited them for his ship, his crew members were all struggling actors.
5. Captain Tavrax's crew all wear ragged clothes and theatrical make-up to appear more ghostly.
6. The pirates are usually able to scare sailors into giving up their cargo without much of a fight.

★ Quest Rewards ★

Captain Kramresh has a lot riding on this delivery. He offers the party 250gp to serve as his crew for the day and, at the end of the trip, he will gift the party a brass sextant (worth 40gp). Tavrax wears a bracelet, nose ring and earrings (worth 10gp each).

Level ③-④ Adventure

EASIER: Tavrax could instead be an Acolyte who fights alongside a crew of three pesky Bandits.

HARDER: Lerissa could be a Cult Fanatic first mate, and the boarding party could be made up of Thugs instead of Bandits.

WATCH THE HORIZON → CATCH THE CAT → GHOSTLY VOICE → CANNON FIRE → BOARDING PARTY → SAVE THE SHIP

RETURN THE FAVOUR

ADVENTUROUS RESCUE ROCKY COVE

Choosing to save a human from drowning has left a Merrow at odds with its community. The aquatic creature is now being held prisoner near a rocky island, and will be tried for his perceived crime. The party are asked to find the Merrow and help him escape.

→ Starting the Adventure

"You've been told that it isn't safe to swim at a nearby beach, despite its attractive white sands and calm waters, due to ocean-dwelling Merrow warriors lurking in the sea beyond. Naturally intrigued, you thought you'd at least stroll along the serene beach. Considering the warning, you're surprised to spot a figure swimming to shore, calling for help."

Important Characters

MATTEO NERIDELLA
HUMAN, MALE, 46 (COMMONER ↓)
Matteo feels guilty that Zale is being punished for saving him, and is desperate to return the favour.

"His sandy hair is slicked back, and his simple clothes are soaking wet with seawater."

ZALE FIRTINA
MERROW, MALE, 24 (MERROW ↓)
Zale saved Matteo when his boat sunk; he was beaten and chained-up by other Merrow right away.

"Blood trickles from wounds on his fins and the tight manacles that bind his wrists together."

Suggested Story

Set the scene, describe Matteo, then continue:

RESCUE EFFORTS

- Matteo explains his boat sank, but he was saved from drowning by Zale, a Merrow. Zale was dragged away, so Matteo fears his rescuer faces death for his actions. He pleads for the party to save Zale.

DEEP DIVE

- As Matteo recovers, the party must stealthily swim out to find Zale near the rocky ridge. En route, two Giant Crabs and two Giant Octopuses try to grab at the group and pull them down to the sea bed.
- When the party reach Zale, they must try to break him free from his heavy manacles, without the Merrow guards patrolling in the distance noticing.

DISTRACTION TECHNIQUES

- Zale explains he cannot escape if the guards are still patrolling. He suggests the party knock them out quietly, one-by-one. If the party are noticed, all remaining guards will swim over and attack them.
- With the area around the rocky ridge temporarily clear of Merrow guards, Zale thanks the group and flees into the deep waters.

Key Locations

SANDY BEACH — Unlike the other beaches in this popular tourist area, this bay has remained deserted for years because of Merrow activity out at sea.

Sets of Giant Crab tracks can be found heading from the white sands into the calm waters.

ROCKY RIDGE — Around 300 ft away from the beach rests a large, jagged island of rock. Zale is chained to a rusty anchor on one side, out of view from the beach.

If Zale can escape to deep water, other Merrow won't be able to track and catch him.

Secrets and Clues

1. Matteo sails the deserted waters around the beach to observe the rare fish and birds local to the bay.
2. A Giant Octopus smashed into Matteo's boat and caused it to sink, throwing Matteo into the sea.
3. By saving Matteo, Zale broke an ancient custom of his society — to not interact with land dwellers.
4. Zale is fascinated with land dwellers, and has spent time learning to speak Common from passing sailors.

Level ③-④

EASIER: You could replace all the Merrow in the adventure with Sahuagin.
HARDER: Try increasing the number of Merrow guards to four and replacing the Giant Crabs with Reef Sharks.

WHALE DELAYS

MYSTERIOUS RESCUE OPEN SEA

Suggested Story

Every year, a pod of Killer Whales pass by a coastal town during their migration to warmer waters. Two weeks after the creatures were expected to appear, locals are worried the group may have been injured. The party join a vessel sent to find the missing pod.

Important Character

MARU CLARK
HUMAN-ELF, MALE, 26 (SCOUT)
Maru has spent his life hearing stories of the Killer Whales and wants to explore the oceans himself.

Key Location

THE DORSAL
A bright-blue sailing boat owned by Maru's family. It has a trunk to store equipment, a roof in case it rains, and seats for up to 12 people. Maru has attached a tripod to the front of the ship to hold his spyglass.

Expanding the Adventure

- How can the party help Maru find the Killer Whales?
- Have poachers attempted to kill the creatures, or have Water Elementals blocked their route?
- Why do the Killer Whales enjoy being near the town?

CARGO CHAOS

LIGHT-HEARTED DELIVERY TRADE SHIP

Suggested Story

Thunderstorms have prevented a ferry taking supplies from the mainland to a remote island for three weeks. Today, however, the skies and waters are both calm. The party are hired to load the hold and go with the shipment, then offload the unusual goods on arrival.

Important Character

KEALLIE BEAG
HALFLING, FEMALE, 21 (COMMONER)
Dressed in an oversized bright-yellow anorak and hat, Keallie sails the ferry to and from the island most days.

Key Location

MAINLAND DOCK
Crates have been building up at the dock, ready for transport to the island. The contents include bottles of whale's milk, barrels of paint, bandages, duck-feather duvets, molasses, wooden shoes and five tricycles.

Expanding the Adventure

- Has something been affecting the weather over the last few weeks? Was an angry Storm Giant to blame?
- Can the ship be balanced after the hold is full?
- Who lives on the island and ordered the supplies?

TIDE'S UP

THRILLING ESCAPE REMOTE ISLAND

Suggested Story

Becoming stranded on a seemingly uninhabited island is bad enough, but then the tide starts coming in. With Giant Sharks lurking in the slowly creeping shallows, the party must find a way to keep their heads above water to survive, and fast.

Important Character

GLAUS ALGENBECK
ELF, MALE, 560 (DRUID)
Glaus is the island's only inhabitant and a talented artist. He enjoys solitude and doesn't like strangers.

Key Location

GLAUS'S HOME
At high tide, 10 ft of water covers the island for approximately four hours. Glaus has built his small wooden home studio on stilts, which keep it out of the water. There is a small mangrove cluster nearby.

Expanding the Adventure

- How did the party end up trapped on the island?
- Can the party convince Glaus to let them shelter in his home, and can Glaus be trusted?
- Can the party find a way to escape the island safely?

Plunging your party into water can impact their movement speed and the likelihood of them making a successful attack.

WEDDING CRASHERS

LIGHT-HEARTED · DEFENCE · BEACH TAVERN

You are cordially invited to ensure the wedding of two pirate captains goes ahead without a hitch! For better or worse, the party have been hired to keep the peace at this swashbuckling ceremony and stop anyone who wishes to put a halt to the celebrations.

→ Starting the Adventure

"You have risen early to reach this beachside tavern in time for the start of a long shift. You've been hired as guards by a bride and groom who insisted their venue be kept under close watch during the day of their wedding. You have accepted the job, but are still unsure why such a happy occasion should require substantial security."

Arriving at the tavern, the party are greeted by the bride and groom, Tarus and Hera. The pair are worried that their nuptials may be the target of attacks or sabotage. Both Tarus and Hera are captains of successful pirate vessels and have therefore made many enemies over the years. They are also concerned that members of each of their crews may get rowdy during the celebrations. Hera suspects some of her crew harbour doubts about the couple's plans to sail together and share their plunder; she hopes having impartial guards will help keep order.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Assassin	15	78	+3	Element of surprise
Bandit	12	11	+1	Carries a scimitar
Bandit Captain	15	65	+3	Can parry attacks
Commoner	10	4	+0	Avoids combat
Thug	11	32	+0	Heavy hitter

Important Characters

TARUS OWELOUS
HUMAN, MALE, 34 (BANDIT CAPTAIN)
Captain of the *Sea Tiger*, Tarus is a confident leader who only gets bashful around his bride-to-be.

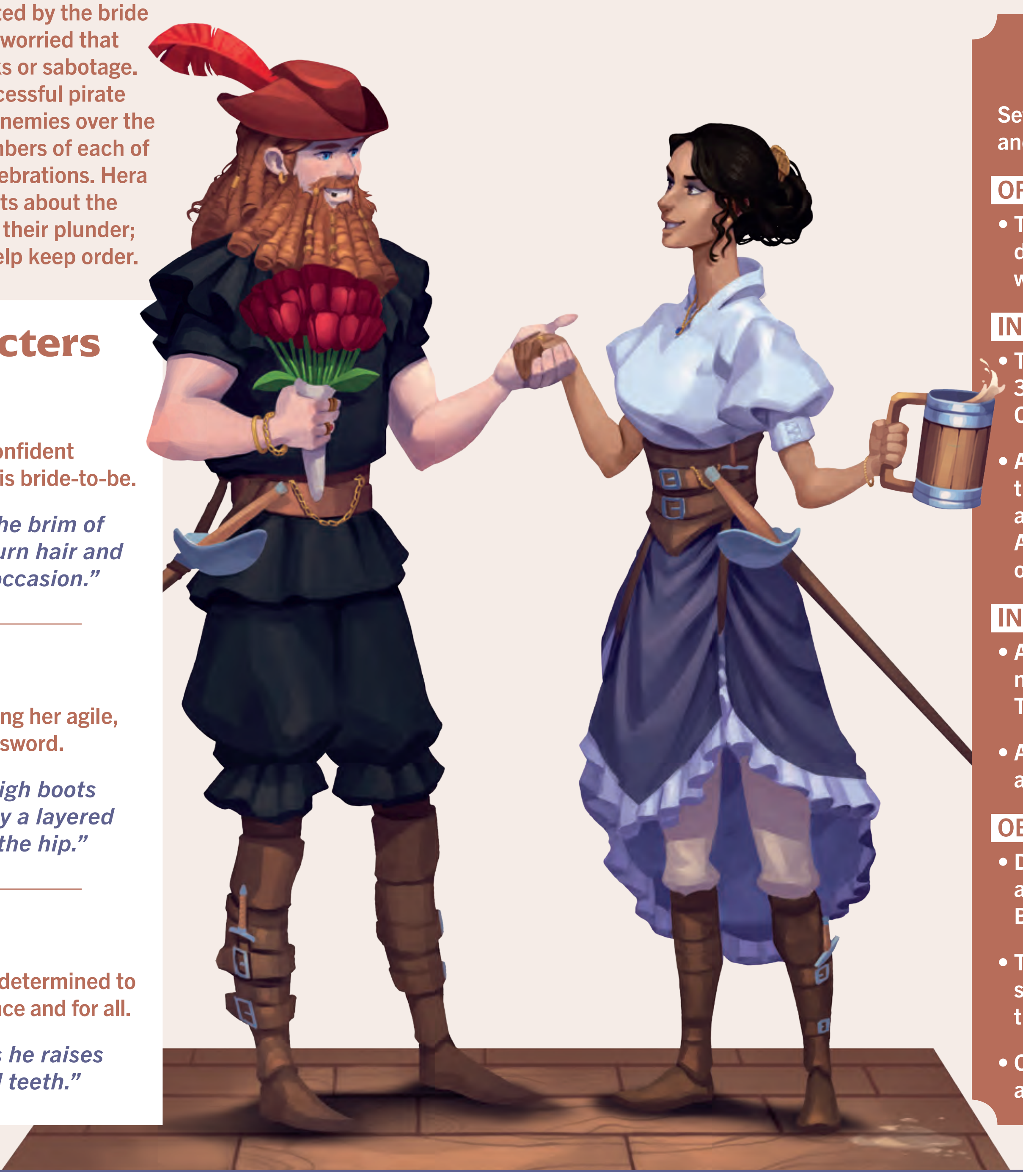
"Tarus perspires slightly beneath the brim of his scarlet-red tricorn hat. His auburn hair and beard are curled and oiled for the occasion."

HERA JOYSTAR
HUMAN, FEMALE, 36 (BANDIT CAPTAIN)
Hera captains the *Towering Tides* using her agile, tactical mind. She is also quick with a sword.

"Hera strides forwards, her knee-high boots and pale trousers are unimpeded by a layered purple overskirt, worn gathered at the hip."

RYATT HOLMING
HUMAN, MALE, 45 (ASSASSIN)
A rival pirate captain, Ryatt is bitterly determined to stop the wedding and kill the couple once and for all.

"His leering grin stretches wider as he raises his cutlass, revealing silver-capped teeth."



Key Locations

TAVERN EXTERIOR

"The sand creeps onto the decking in front of the tavern. A sign reading 'The Corsair's Haven' shows an interlocking tankard and cutlass."

Tarus and Hera have hired the pub that Hera proposed in as the venue for their wedding ceremony.

The regular security staff have been given the day off, as Hera didn't think they'd be able to deal with any troublesome guests.

TAVERN INTERIOR

"The early morning sunshine illuminates the room. The tables have been pushed to one side, with mismatched chairs and stools arranged in wonky rows."

The tavern is small and simple, with one main room, a cellar and small rooms upstairs where Tarus and Hera go to get ready for the day.

The main room has been decorated with bunting and flags showing a crest of a tiger encircled by waves.

TAVERN CELLAR

"The dark storeroom smells strongly of stale ale. Barrels are stacked in every corner of the room, marked with the stamps of different suppliers."

If the party search the cellar, the new rum barrels are at the front of the space. Four Bandits are hiding in old ale barrels at the back.

The hidden Bandits will exit the barrels and run up to the main room when they hear Ryatt arrive.

Suggested Story

Set the scene, describe the venue layout, have Tarus and Hera explain their concerns, then continue:

ORDER OF SERVICE

- Tarus and Hera ask the party to sign for some late deliveries, greet the wedding guests and keep watch for danger, while they finish getting ready.

INVITING TROUBLE

- The late deliveries arrive: a five-tier cake and 36 barrels of rum. Both vendors are innocent Commoners and deliver the goods as instructed.
- As ten guests arrive, the party must check each of their invites. The third, fourth and seventh guests are Bandits in disguise, carrying forged invites. Any Bandits who get caught must be thrown out of the tavern, but will try to resist.

IN SICKNESS AND IN HEALTH

- As the guests settle, two estranged twins, who normally serve on different crews, begin fighting. The party must break up the brawling Thugs.
- A guest vomits as the ceremony is due to start; a stolen bite of wedding cake has poisoned them.

OBJECTION!

- During the vows, Ryatt bursts in through a window and attacks the couple. He is aided by any other Bandits who were able to infiltrate the wedding.
- The guests either panic and flee the tavern or start fighting each other. The party must subdue the intruders and any out-of-hand Thug guests.
- Once order is restored and Ryatt is defeated, Tarus and Hera resume their vows and are married.

Secrets and Clues

1. The couple met when Tarus unsuccessfully tried to raid Hera's ship and they negotiated a truce.
2. Over the years, Tarus and Hera encountered each other at various ports and slowly fell in love.
3. Both Tarus and Hera have individually bested Ryatt in the past, inspiring his ongoing hatred.
4. Ryatt is threatened by the thought of his rivals combining forces and becoming more powerful.
5. Ryatt broke into the bakery to poison the cake. He laced the icing with a toxic, but tasteless, tonic.
6. Four of Ryatt's crew broke into the tavern cellar last night and hid in empty ale barrels.

★ Quest Rewards ★

Tarus and Hera offer the party 500gp to guard their wedding. They may later try and haggle to reduce this fee due to the issues that occurred. Each party member will also receive an engraved silver hip flask (worth 20sp) as a wedding favour.

Level ⑤-⑥ Adventure

EASIER: You could use Veteran stats instead of using Assassin stats for Ryatt.

HARDER: The four Bandits who hide in empty ale barrels could use Spy stats. You could add a Bandit Captain first mate who accompanies Ryatt.

WEDDING PLAN → SIGN FOR DELIVERIES → SCREEN GUESTS → CALM THE CHAOS → RYATT ENTERS → SAVE THE WEDDING

THE SUNKEN CROWN

ADVENTUROUS ACQUISITION UNDERWATER

The party are tasked with helping a research team retrieve a long-lost artefact: a cursed crown once owned by a selfish ruler. That curse comes back to haunt the party as they find the crown in possession of a Merfolk gang leader, who has become corrupted by its power.

→ Starting the Adventure

"The small research vessel you are travelling on bobs gently in the peaceful waters. After a slightly choppy start to your journey, you're now almost ready to descend to your intended destination – a shipwreck near a Merfolk city. You've been hired to escort a researcher as she retrieves a historical artefact that has been traced to this location. You only hope that it is as peaceful below the waves as it is above them. You scan the ocean, looking for a sign of your Merfolk guide."

The party have been hired to help retrieve the legendary Sunken Crown by a joint Human and Merfolk research effort. The researchers have magically tracked the crown to a shipwreck on the outskirts of an underwater city, but have not been able to retrieve it due to hazards in the deep waters. In addition to Hunter Sharks and a Merfolk gang, the crown's magic may also endanger the party.

Important Characters

GODFREY MULENGA

HUMAN, MALE, 50 (SCOUT)

A no-nonsense academic who has contributed to the land-based research into the crown's history.

"Short and stocky Godrey adjusts his round spectacles as he studies the waves the same way he studies everything else: methodically."

MARINA NARHORN

MERFOLK, FEMALE, 45 (MERFOLK)

This sociable researcher specialises in field work. She located the crown and is eager to secure it.

"The gleaming fins that frame Marina's smiling face are a shade or two lighter than the blue of the ocean around her."

ADRIAS WHELK

MERFOLK, MALE, 29 (MERROW ↑)

A petty gang leader who has been corrupted and emboldened under the effects of the crown.

"With crown on head and harpoon in hand, he almost looks like the king of this ruined place."

Suggested Story

Set the scene, describe the boat, have Godfrey approach the party on the deck, then continue:

JUMPING SHIP

- Godfrey reminds the party that their job is both to protect Marina and help her retrieve the crown. He also gives a brief history of the crown's curse.
- Marina surfaces and gives the party one Potion of Water Breathing each (effective for one hour).

UNDER THE SEA

- On the way to the shipwreck, the group must pass through a field of hallucinogenic coral, which causes the same effects as a Confusion spell.
- The group are then attacked by a Hunter Shark. As soon as any creature loses blood, two more Hunter Sharks will appear to join the fight.

SHIPWRECKED

- Inside the shipwreck, the group finds Adrias wearing the crown. He is occupying the shipwreck and has plans to ransack the city with his gang.
- Adrias is alongside four Merfolk and four Giant Sea Horses. If alerted of the party's presence, Adrias will give them an audience. During this, he grows angry and orders his forces to attack.

CURSED CROWN

- If the crown is removed, Adrias will surrender. Anyone directly touching the crown receives regular bursts of 1d6 psychic damage.
- At the surface, Marina instructs Godfrey to store the crown in a locked case and pay the party for their assistance in a successful research mission.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Giant Sea Horse	13	16	+2	Charges and rams
Hunter Shark	12	45	+1	Dangerous bite
Merfolk	11	11	+1	Amphibious breathing
Merrow ↑	13	72	+0	Carries a harpoon
Scout	13	16	+2	Keen sight

Key Locations

THE *ANEMONE*

"The small research craft was clearly not built for comfort. Frills are non-existent and there's barely enough room for all of you aboard."

Godfrey has taken the party in the *Anemone* to meet with Marina.

He needs to stay aboard to keep the ship anchored, but can tell the party everything he knows about the crown's history before they dive below the waves.

CORAL FIELD

"It would be easy to mistake the coral field for a mass of worms, writhing together as one. The fluorescent greens, pinks and yellows pulse hypnotically, and it is hard for you to look away."

Even if warned about the coral, the party are compelled to look at it and risk suffering its magical effects.

Once a player snaps out of the spell, they are immune to the effects for the next 24 hours.

SHIPWRECK

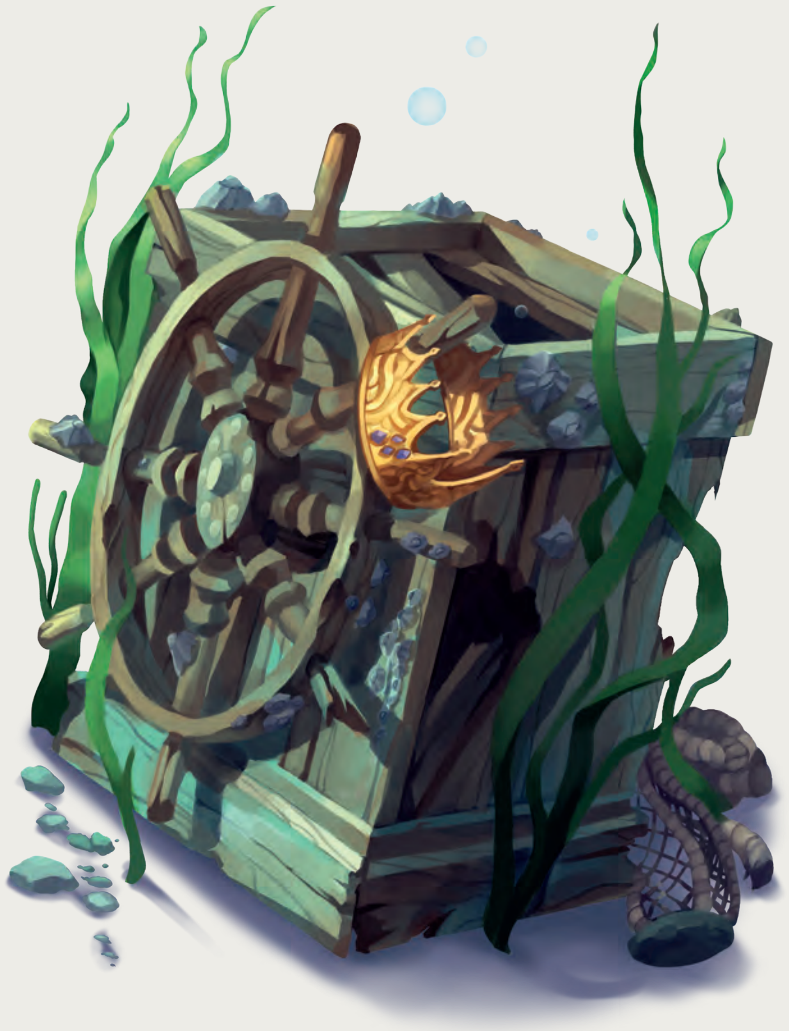
"Before you is the rotting carcass of a once great ship. Seaweed and barnacles coat the wood, and fish freely swim in and out of the broken hull."

Inside the shipwreck is Adrias and his gang of four Merfolk bandits and their Giant Sea Horses.

Strewn throughout the hideout are the gang's ill-gotten gains. When the party arrive, Adrias is talking about his invasion plans.

★ Quest Rewards ★

The party's fee for escorting Marina on the research trip is 350gp, paid on her safe return, with a 150gp bonus if the crown is recovered. Marina will also gift the party with another Potion of Water Breathing each and an open invitation to visit her in the future.



Secrets and Clues

1. The crown was first created by a Human ruler who sought to use it to control the Merfolk realm.
2. Merfolk spies managed to dispel the crown's original enchantment and replaced it with a curse.
3. The cursed crown made the ruler uncontrollably ambitious and cruel to his subjects.
4. The crown was thrown into the sea by the ruler's heir to banish it and restore peace to their realm.
5. Godfrey keeps track of Hunter Shark sightings in the area and is concerned about Marina's safety.
6. Adrias and his Merfolk gang are petty criminals, known locally as the Barracuda Bandits.
7. Adrias found the crown a month ago while scavenging in the shipwreck.
8. Attacking the city was of no interest to Adrias until the mind-altering effects of the crown took hold.
9. Adrias has started mistreating his allies since putting on the crown, causing unrest in the gang.
10. Touching the crown indirectly, such as carrying it in a net, avoids the curse's effects.

Level ⑤-⑥ Adventure

EASIER: You could reduce the number of Hunter Sharks to two and only have two Merfolk and two Giant Sea Horses in Adrias's gang.

HARDER: Replace the Hunter Sharks with two Giant Sharks and have all the Merfolk use Merrow stats.

HATCH AND RELEASE

THRILLING DELIVERY COASTAL TOWN

Residents of a port town are faced with an ultimatum — return a newly hatched wyrmling to its home or face the wrath of its furious mother. The party are hired by the regretful merchant who bought the stolen egg and now desperately wants to make amends with the dragon.

Starting the Adventure

“As you walk towards the docks, townsfolk stream the other way. In the chaos, you learn that they are evacuating after a local dragon, Kaneru, accused them of harbouring the thief who stole her offspring. She wants her baby back before dusk, or will attack the town. A merchant has hired you for a delivery, and you suspect that it may be related to the chaos.”

Important Characters

PHIDUS QUINPIT
HUMAN, MALE, 44 (COMMONER)
Finely dressed Phidus makes money collecting and trading rare artefacts on behalf of wealthy clients.

SPROUT
DRAGON, MALE, 2 DAYS (BRONZE DRAGON WYRMLING)
This baby dragon is the size of a pony. He has a stubborn streak, but soon warms to the party.

KANERU
DRAGON, FEMALE, 85 (YOUNG BRONZE DRAGON)
Kaneru has rich yellow scales with bronzed edges. Normally she lives in peace with the local citizens.

Suggested Story

Set the scene, have Phidus meet the party at the dock and explain his predicament, then continue:

SORRY STATE

- Phidus asks the party to return Sprout to Kaneru’s lair, along with a bronze statue as an apology gift.
- The party can use a cable ferry to cross the water, but they must coax Sprout to come aboard first. He uses his repulsion breath to keep them at bay.

HARPY’S REQUEST

- When the ferry is halfway across the channel, a Harpy leader flies aboard (using Succubus stats), and tries to persuade the party to drift out to sea.
- If the party decline, four more circling Harpies board the ferry to join their leader and attack them.

FAMILY REUNITED

- Alerted by the noise, Kaneru flies out and accuses the party of kidnap. As she forcefully lands on one side of the ferry, the party may be thrown off.
- The party must convince Kaneru of the true story. Giving her the gift helps persuade her, as does the concern Sprout shows for the party’s safety.

Key Locations

DOCK WAREHOUSE — Phidus stores his goods in this large structure. Two days ago, he went to check on some artwork and found his dragon egg had hatched.

Waiting by the doors is a statue of a dragon in flight, which Phidus wants to give Kaneru to make amends.

CABLE FERRY — Kaneru lives on a tidal island. When the tide is in, the lair can only be reached by using an old cable ferry, which has a low, flat deck.

Hand cranks on the ferry move it along a chain that stretches from the mainland to the tidal island.

Secrets and Clues

1. The thieves that looted Kaneru’s hoard told Phidus that the egg was an art piece, not a real dragon egg.
2. Phidus has nicknamed the little wyrmling Sprout, inspired by the green tints on his pale-yellow scales.
3. Kaneru realised her child was being held somewhere in town when she heard Sprout’s newborn cries.
4. Terrified Phidus hid in the warehouse with Sprout when Kaneru arrived to threaten the townsfolk.

Level ⑤-⑥

EASIER: Try reducing the number of Harpies to three in total, and not using the Succubus stats for their leader.
HARDER: You could add to the jeopardy of the ferry encounters by having two Reef Sharks circling the party.

TRUTH OR SCARE

SPOOKY RESCUE SEA CAVES

Some dares should be ignored. A teenager called Eva finds this out the hard way when she ventures into a haunted sea cave. The sun is setting, the tide is coming in, and the party need to venture in after the missing girl and follow the clues that lead them to her.

Starting the Adventure

“As you walk along a rocky cliff above a beach, you take in the view before you, and inhale the salty air. The coast is lit up in a golden yellow by the setting sun, creating a beautiful vista. Quick footprints and panting breath behind you make you instinctively whip around, only to see a teenage girl hurrying towards you. Tears are streaming from her eyes.”

Important Characters

EVA WHITECLOUD
GNOME, FEMALE, 16 (COMMONER)
Eva hasn’t been seen by her friends in two hours; she was dragged into the caves by Old Bloodbones.

SOPHINA PASCALE
HUMAN, FEMALE, 16 (COMMONER)
Sophina dared Eva to go into Bloodbones’s Lair, and is terrified at the thought of her friend in danger.

OLD BLOODBONES
BONE DEVIL, 1000+ (BONE DEVIL)
An insidious being made from wretched bones; it relishes making an example out of trespassers.

Suggested Story

Set the scene, have a panicked and out-of-breath Sophina grab a member of the party, then continue:

DANGEROUS DARE

- Sophina was part of a group of teens playing Truth or Dare; she dared Eva to go into Bloodbones’s Lair.
- Bloodbones’s Lair is on the beach below the party. The tide is coming in and Eva is in real danger.

CAVE EXPEDITION

- The cave is slippery and steep, its corridors are narrow, and submerged areas require swimming.
- The first chamber contains two Imps who work for Old Bloodbones. They lie and say they haven’t seen Eva. They will fight anyone who ventures further in.

DANCE WITH THE DEVIL

- Volatile Glyphs of Warding trap the corridors ahead.
- Old Bloodbones is sat in its burrow opposite a dead sailor, two Lemures and a tied-up Eva. The fiends will attack if the party try and rescue Eva.
- Once safe, the party can escort Eva out of the cave, where Sophina is waiting anxiously.

Key Locations

BLOODBONES’S LAIR — A sea cave that borders a beach. Sailors and locals avoid the cave because of folklore about ‘Old Bloodbones’, a boogeyman of sorts.

The folklore is all true, however, and the cave has been home to a maleficent Bone Devil for thousands of years.

THE BURROW — In the heart of the cave is a horrid chamber where Old Bloodbones resides. It ties its captives to stalagmites until it wishes to torment them.

The evil presence here is palpable, and is enough to give anyone nausea and chills running up their spine.

Secrets and Clues

1. When Eva didn’t return, the other teens got scared and fled. Sophina was heading into town to get help.
2. The two Imps, Scritch and Scrutch, survive on the scraps that Old Bloodbones spits out or disposes of.
3. The two wailing Lemures are unlucky sailors who have had their bones extracted by Old Bloodbones.
4. When Eva leaves the cave, she doesn’t remember anything after Sophina giving her the dare.

Level ⑦-⑧

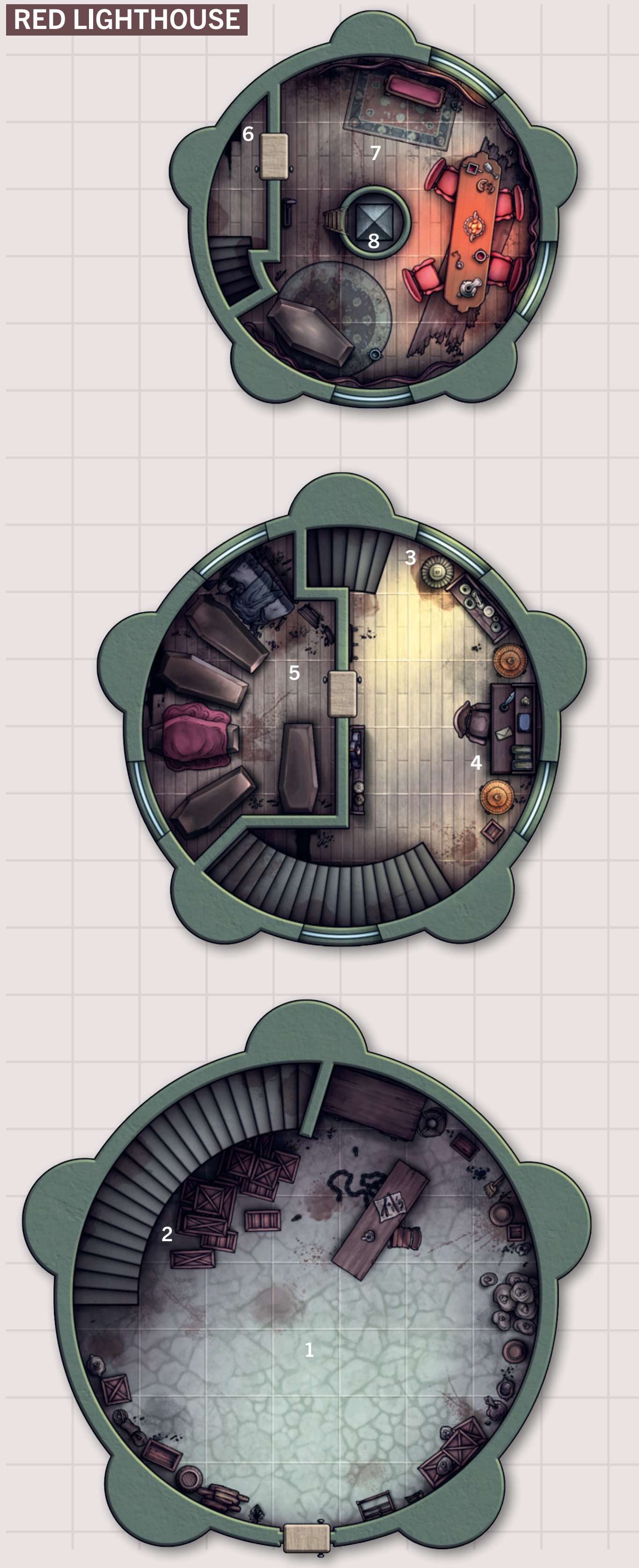
EASIER: Old Bloodbones could be a Night Hag, and you could remove the Glyphs of Warding from the corridors.
HARDER: The Imps could be Barbed Devils, and Old Bloodbones could use the stats of a Horned Devil.

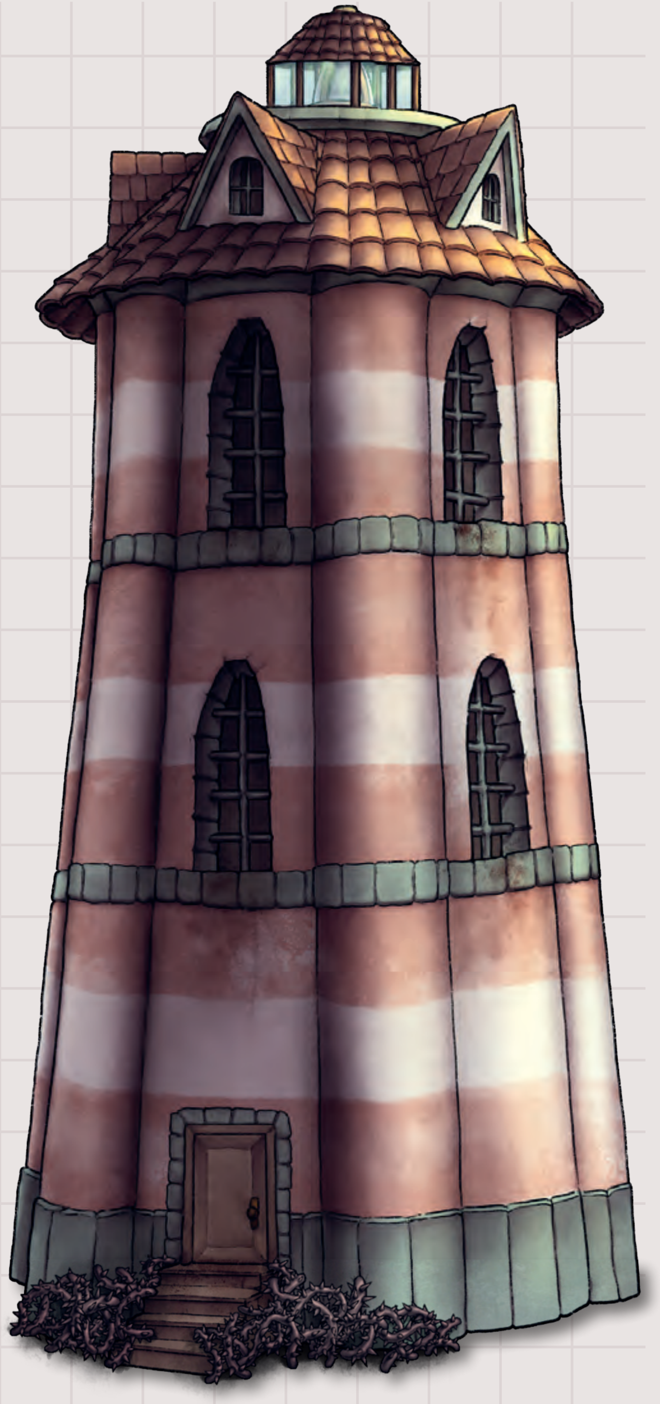
BLACKOUT BAY

SPOOKY INVESTIGATION LIGHTHOUSE

A lighthouse appears to have been corrupted by evil forces; instead of light, the structure projects magical darkness. The remains of wrecked ships wash up on the beach, but their crews are always missing. The party have been hired to visit the lighthouse to investigate further.

RED LIGHTHOUSE





1 square is equal to 5 ft

KEY

1. Storage room
2. Hiding spot
3. Raven aviary
4. Benedict's study
5. Makeshift crypt
6. Barred door
7. Vampire's lair
8. Lantern

When the party start to climb the narrow lighthouse stairs, make sure you ask which brave character is going first.

→ Starting the Adventure

"The worried people of a coastal village asked you to investigate a lighthouse not too far from them that seems to project magical darkness. The closer you get to the tall, striped tower, the thicker the fog seems to grow. Thorny brambles cling to the walls, which you assume have also caused the long scratch marks down the front of the door."

Important Characters

CILANTHÉ URSULETTE

ELF, FEMALE, 1000+ (VAMPIRE)

Cilanthé has been feeding on sailors who crash into the shoreline. She is ancient, manipulative and cold.

"This gaunt, elven-looking woman moves with precise and otherworldly grace. Her long, dark hair flows over her formal, ebony robes."

BENEDICT MASQUITH

HUMAN, MALE, 113 (VAMPIRE SPAWN)

This arrogant sycophant is Cilanthé's oldest and most loyal servant. He adores her above all else.

"A tall, muscular man looks disgusted as he examines you. Fangs protrude from his lips."

ISALLADIR DESANTHER

ELF, FEMALE, 71 (BERSERKER ↓)

Knowing she is next to be changed into a Vampire Spawn, Isalladir is desperate and terrified.

"Isalladir is badly wounded. She has grievous wounds on her neck, as well as others bleeding through her tattered breeches and plaid shirt."

Suggested Story

Read out the introduction, have the players enter the lighthouse on the ground floor, then continue:

AN OFFAL WELCOME

- The ground floor of the lighthouse is used as a storage room for pillaged items and offal. A blood-stained table sits in the centre of the stinking room.
- If the party investigate this room, they will find ten hostile Swarms of Rats, as well as Isalladir, who insists on helping them despite her injuries.

ONWARDS AND UPWARDS

- Climbing the stairs will lead to an aviary and study. As the party enter the aviary, they hear noises from behind a heavy door leading to a makeshift crypt.
- Benedict and another Vampire Spawn are tidying the crypt, and will attack the party on sight. Benedict will flee upstairs if he becomes injured.

BE MY GUEST

- Stairs lead to the barred door of Cilanthé's lair.
- As the party enter the lair, Cilanthé will try to charm or convince the party to sit down and eat a meal with her. Cilanthé will fight if she is attacked, or when the party become tiresome guests. Isalladir will join the fight, as will Benedict.

LIGHT AT THE END

- When Cilanthé is defeated, she will turn into mist and go to her coffin. She can only be truly killed if a stake is driven through her heart when she rests.
- The party can return to the thankful village with Isalladir in tow, and claim their reward, as the lighthouse's darkness slowly fades away.

Key Locations

RED LIGHTHOUSE — A coastal watchtower that was fully functional until about a month ago.

It now projects magical darkness, creating the perfect playground for the ancient, sunlight-sensitive Vampire who dwells here with her growing cluster of spawn.

THE VAMPIRE'S LAIR — Cilanthé has made her lair at the top of the tower, where the lantern that once projected bright light across the bay is housed.

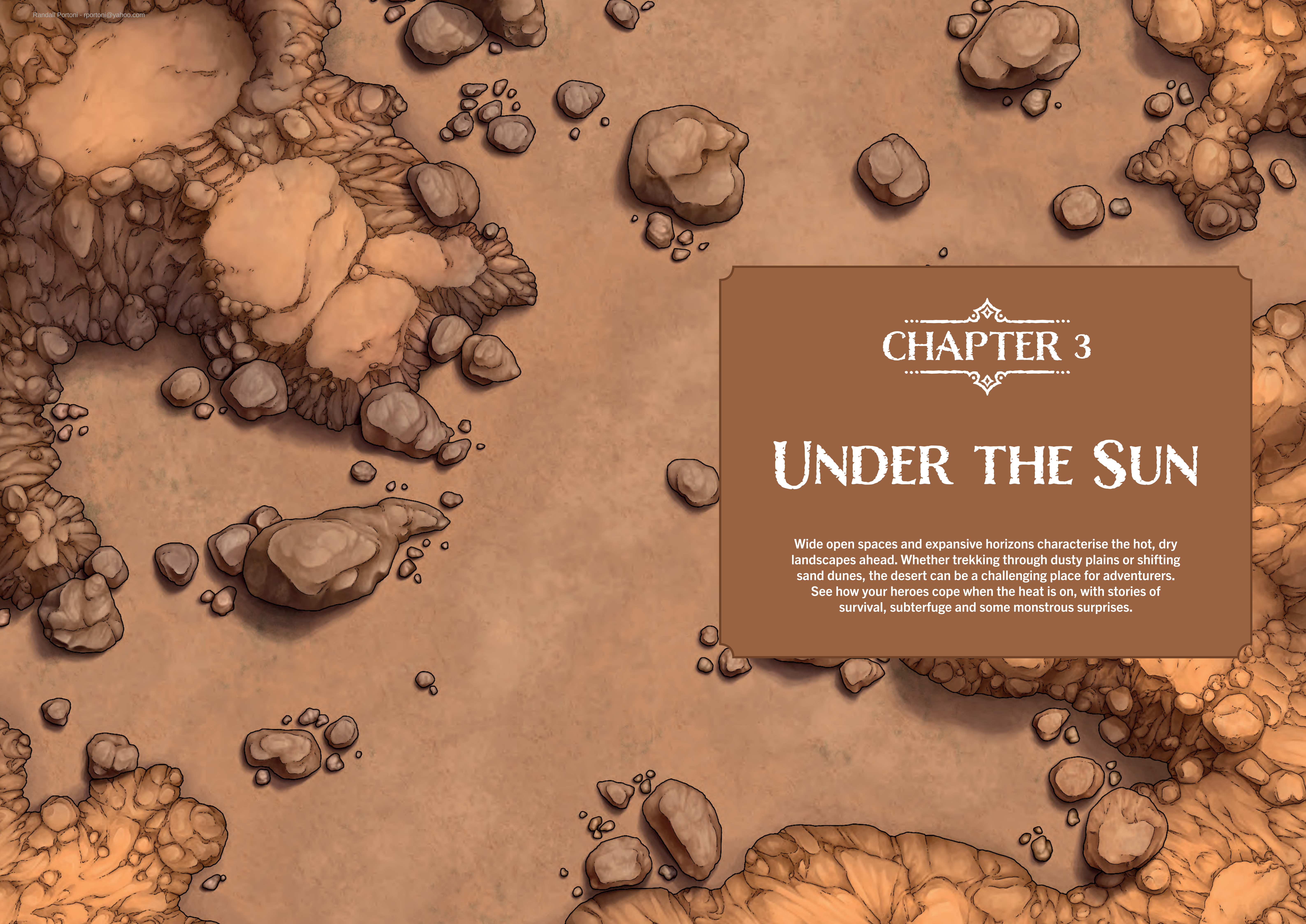
Banquet tables, tall chairs and a coffin decorate the circular room, and red drapes cover the windows.

Secrets and Clues

1. Benedict is in love with Cilanthé. He hopes that if he can win her heart, she will make him immortal.
2. Cilanthé sees Benedict as a useful scapegoat who she can abandon if and when she needs to flee.
3. Cilanthé's previous lair was purged by paladins, she escaped with Benedict and regenerated in the tower.
4. Isalladir's crew were all devoured, but her keen mind made her a good choice to become a Vampire Spawn.

Level ⑦-⑧

EASIER: You could swap the Vampire with a Ghast, and swap the Vampire Spawns with Zombies.
HARDER: Try both Cilanthé and Benedict being Vampires who have four Vampire Spawns.



CHAPTER 3

UNDER THE SUN

Wide open spaces and expansive horizons characterise the hot, dry landscapes ahead. Whether trekking through dusty plains or shifting sand dunes, the desert can be a challenging place for adventurers. See how your heroes cope when the heat is on, with stories of survival, subterfuge and some monstrous surprises.

FLOWER POWER

ADVENTUROUS ACQUISITION OASIS

In a secret oasis, there lies a rare cactus that blooms under the light of a special full moon just once a year. The party are recruited to pluck a single petal of this magical flower, but the actions of a rival group risk uprooting the whole plant and the party's plans along with it.

→ Starting the Adventure

"While you had to walk through the sparse, arid desert to arrive here, now you are surrounded by all manner of greenery. There is a plethora of hardy shrubs, flowering cacti and other plants that you don't recognize, but all seem magical in nature. The scents of the different plants mingle together, creating a unique fragrance. Every inhale reveals a new note you didn't notice before. This must be the home of the Druid that recruited you."

The Druid, Maisy, asks the party to travel to the Lunadew Oasis and take one flower petal from the fabled Blue Moon Bloom. She is very clear that the party should only take a single petal, as this will provide enough magic for a year's worth of healing potions, if distilled correctly. If the party pluck the entire flower, all the magic in the plant will be destroyed. As the party leave, Maisy warns them they aren't the only ones seeking the potent plant.

Important Characters

MAISY DUSTFELLOW
HALFLING, FEMALE, 310 (DRUID)
An experienced potion maker and naturalist who has refined her horticultural skills over many decades.

"Her greying hair is pushed off her face by a bandana, revealing brilliant green eyes."

ERRICH STEELTOE
HALFLING, MALE, 35 (GUARD)
Errich is the leader of a gang who have been paid to secure the Blue Moon Bloom for a secretive wizard.

"His slight frame and boyish curls don't make his grip on his shortsword look any less deadly."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Druid	11	27	+1	Speaks with animals
Guard	16	11	+1	Carries a spear
Jackal	12	3	+2	Works in a pack
Mule	10	11	+0	Steady on its feet
Sw. of Insects	12	22	+1	Bites foes in its space

Suggested Story

Set the scene, have Maisy walk over and gift each of the party a colourful flower, then continue:

ONCE IN A BLUE MOON

- Maisy tells the party about the Blue Moon Bloom, instructs them to retrieve a petal, and asks them to scare off anyone who might be there to harm the plant. Maisy also provides the party with Mules, who know the way to the secret oasis.

STROLL IN THE SAND

- En route, the stubborn Mules stop walking, and the party must somehow convince them to keep going. Failure results in the rider being thrown off.
- As the party near the oasis, a pack of five hungry Jackals attack them and they must fend them off.

PICKING FLOWERS

- The oasis is full of very similar looking flowers, so the party need to identify the Blue Moon Bloom. Any mistakes may disturb Swarms of Insects.
- When the party find the correct flower, another group (four Guards) arrive, who announce they want to uproot the whole plant.

ROOT OF THE PROBLEM

- The rivals will fight the party for the plant, but may be convinced to cease their attacks for the right price, or by a persuasive explanation.
- With the matter resolved, the party can pluck a petal from the Blue Moon Bloom.
- As the sun rises, the bloom closes and loses colour. The party can take their magical petal to Maisy, who thanks them for ensuring the plant's survival.

★ Quest Rewards ★

Maisy offers the party 75gp and one of her distilled Potions of Healing to retrieve a single petal. If they succeed, she will also give the party a pouch of enriched soil (Dust of Dryness) taken from the desert surrounding her blooming garden.

Key Locations

DRUID'S DEN

"Half home, half workshop, Maisy's house is full of shelves and cabinets. You see bottles and vials filled with different coloured liquids, all corked shut and labelled with care."

Maisy's den is full of supplies for distilling potions and tonics.

Maisy has sketches of the Blue Moon Bloom, which she will show the party to help them identify the plant when they reach the oasis.

ARID DESERT

"The desert is not nearly as lush and full of life as Maisy's garden. The air is dry and the landscape is barren besides a few scraggly cacti, which cast sinister shadows in the dim, dusk light."

Howls can be faintly heard in the distance, which might suggest the presence of predatory creatures.

As the Mules lead the party closer to the oasis, Jackal tracks can be spotted in the dusty ground.

LUNADEW OASIS

"The moonlight reflects off the surface of a crystal-clear pool, illuminating the array of lush and colourful plant life that grows around it."

The oasis is hidden in a sunken spot. The surrounding landscape shields the oasis from the party.

The flower the party seek is a slightly darker shade of red than the others and is the only bloom on an otherwise flowerless cactus.

Secrets and Clues

1. Maisy's apprentice, Emmi, usually retrieves the petal; they are absent due to a family emergency.
2. The exact location of the oasis is a secret, so it is not recorded on any traditional maps.
3. The Mules have made the journey to the oasis many times, and they know the route by heart.
4. The Mules stop walking when they become hungry, so can easily be moved if offered food.
5. Maisy heard of a visiting wizard asking about the Blue Moon Bloom in the nearby village.
6. Maisy is worried the secretive wizard's research will inadvertently lead to the plant's destruction.
7. If the whole bloom is plucked, the plant will wither and will not flower again for fifty years.
8. Errich and his allies normally work as lookouts protecting cattle herds, so know the area well.
9. Errich's group was promised 40gp by the wizard, if they return with the plant.
10. The bloom is only magical under the light of the moon, so must be collected at night.

Level ①-② Adventure

HARDER: Try replacing the Jackals with Lions. Errich could be a Bandit Captain, assisted by three Thugs.

EVEN HARDER: You could swap the Jackals with Giant Boars. At the oasis, the party could meet Errich (using Bandit Captain stats) and his Mage employer.

MEET MAISY → MULE JOURNEY → JACKAL ATTACK → FIND THE FLOWER → RIVAL ATTEMPT → BACK TO THE DEN

THE WILD SIDE

THRILLING DEFENCE SAVANNAH PLAINS

Suggested Story

A birdwatching trip goes awry when a cackling Giant Hyena makes an appearance, scattering the birds and putting the customers' lives in grave danger. The party must take control of the situation, and make sure everyone gets home without their feathers ruffled.

Important Character

BIFFIDUS HELMSHREW
GOBLIN, MALE, 40 (COMMONER)
The portly proprietor of Birds with Biffidus reassures his customers, even in the face of blatant danger.

Key Location

HYENA ROCK
A weathered boulder lies in the savannah as a monument to the Hyenas' territory. Biffidus always makes a stop here on the birdwatching routes he runs, as it's very popular with bronze-tailed Eagles.

Expanding the Adventure

- Who else is on the birdwatching trip with the party?
- Has the Giant Hyena always lived near Hyena Rock, or have they recently become the alpha of this clan?
- Does Biffidus have a backup plan for animal attacks?

IT'S MINE NOW

THRILLING RESCUE TURQUOISE MINE

Suggested Story

Turquoise is the export of this desert town, and locals have mined the jewels for generations. However, the abundance of this rare gemstone has recently attracted the eye of a hungry Xorn, who is eating both the jewels and the miners. Can the party remove this greedy pest?

Important Character

RADJA SPRINKLEDUST
GNOME, FEMALE, 192 (COMMONER)
An anxious mine manager who constantly fiddles with her hair. The mine's staff and assets are her priority.

Key Location

MINE SHAFTS
The heat from the desert above makes the meandering tunnels almost unbearable. Miners are pressed into alcoves, frightened to move in case they draw the attention of the ravenous, rampaging Xorn.

Expanding the Adventure

- How many gems and miners has the Xorn consumed?
- Where was the Xorn until now, and why has it only been drawn to the mine recently?
- How long can the miners survive in the heat?

MAN IN THE MIRAGE

MYSTERIOUS INVESTIGATION OASIS

Suggested Story

Travellers in this region have told stories for years about a silent, pointing man in the dunes who guides them to safety. Recently, however, Guards have heard reports that this philanthropist has started robbing those who pass by, and they would like the party to investigate.

Important Character

THE SILENT MAN
DEVA, MALE, 1000+ (DEVA)
A hefty, hooded cloak covers their face and statuesque frame. They mysteriously float a few feet off the ground.

Key Location

PALM-SHADED OASIS
The reports all start the same way: travellers are led to a scenic oasis by the Silent Man and are ambushed. Rocks and trees along the side of the oasis make excellent hiding places for other hooded accomplices.

Expanding the Adventure

- Are the attacks random, or is there a pattern?
- Is the Silent Man complicit in these crimes, or is someone masquerading as the desert guide?
- Why does the Silent Man cover their face?

Your party must be sure to stay hydrated in the hot weather, or they could become exhausted.

HOSTAGE HOAX

ADVENTUROUS RESCUE AMPHITHEATRE

When a wealthy business owner's daughter goes missing, he entrusts the party with the ransom money that has been demanded by a group of hostage takers. The party should expect dangerous dealings, because the double-crossing drama doesn't end with a simple swap.

→ Starting the Adventure

"Pierce Industries is one of the largest employers in the region, so the area has been abuzz with news that Yennifer Pierce has been taken hostage. The assumed heir to her father's position as head of the company, Yennifer went missing last week. You've been invited to meet with Vandell Pierce himself, at his luxurious villa home."

Important Characters

VANDELL PIERCE
HUMAN, MALE, 62 (NOBLE)
Vandell is a successful business owner, who truly values his daughter's happiness above all else.

YENNIFER 'YENNI' PIERCE
HUMAN-ELF, FEMALE, 25 (BANDIT)
Adventurous Yenni believes Vandell won't support her desire to travel the world before settling down.

LAUREL QUEYS
HUMAN, FEMALE, 28 (BANDIT)
A nomadic artist who invited Yenni to join a group of fellow travellers. She poses as a hostage taker.

Suggested Story

Set the scene, introduce Vandell, then continue:

TAKEN FOR A RIDE

- Vandell shares the ransom note, which says the swap will take place in an old arena. He wants Yenni rescued, and to find out who took her.
- Vandell gives the party Camels to ride to the arena. If poorly handled, a Camel will throw off its rider.

ARENA AMBUSH

- The party must place the ransom in the arena, then wait. Soon after, five Bandits appear on Camels.
- As Yenni walks across the arena, a Bandit fires at a lantern above the party; six nesting Stirges attack.

CAMEL CHASE

- In the chaos, Yenni grabs the money, jumps onto Laurel's Camel, and rides off with the Bandits.
- The party must give chase on their mounts and fight the Bandits. When the Bandits suffer three losses, Yenni admits she is in on the plot. She returns the money, along with a note for Vandell.
- Relieved Yenni is well, Vandell rewards the party.

Key Locations

PIERCE VILLA — Vandell lives on a vast estate with a marble villa, shaded gardens and grand stables that house his collection of racing Camels.

From the villa, it is a tiring two-hour ride through the hot desert to reach the location of the hostage swap.

ARENA — This derelict amphitheatre once hosted gladiator fights. Broken lanterns containing nesting Stirges hang throughout the circular arena.

There are multiple entrances around the amphitheatre, through which the Bandits enter and escape.

Secrets and Clues

1. Vandell runs Pierce Industries, a profitable metal refinery business set up many generations ago.
2. Yenni has worked with her father for four years, and feels pressure to step up and run the business.
3. Laurel suggested the hostage scheme to give Yenni a reason to disappear, and some funds for her trip.
4. Yenni's note to Vandell explains she intends to return to the business in a year, after seeing the world.

Level ①-②

HARDER: Laurel could be a Bandit Captain. Eight Stirges and two Swarms of Wasps could attack the party in the arena.
EVEN HARDER: Try replacing all the Bandits with Spies, and swapping the Stirges for Darkmantles.

NO-HORSE RACE

LIGHT-HEARTED COMPETITION DESERT RACEWAY

The party sign up as last-minute entrants in the 'Krystal Kart Race', and are given their pick of karting teams to join for the notoriously chaotic race. So, strap yourself in, keep your arms and legs inside the kart at all times, and prepare for a thrilling ride.

→ Starting the Adventure

"In the midst of the desert sits an unlikely tourist destination. Decades ago, thrill-seekers began using the flat, rocky expanse for an annual race of magically enhanced, crystal-powered wagons known as 'krystal karts'. As the years went on, the event grew into a spectacle that racing enthusiasts spend all year looking forward to. When you heard some of the kart owners were still looking for volunteers to join their race teams, you all rushed to sign up."

Arriving at the garages, the party can ally themselves with either Thumnus, Bianca or Murbel. However, each kart only has space for three individuals, including its owner, so the party may have to distribute themselves across multiple vehicles. There are three roles on each kart: a driver to steer the vehicle, an engine cranker to keep the power cells going, and a gunner to weaken the competition. All karts start with AC 17 and 50 HP.

Important Characters

THUMNUS P. BRONZEBETTER

HALFLING, MALE, 38 (SCOUT)

Owner of the *Wonder Wagon*. A resilient, amateur inventor whose greatest wish is to complete the race.

"After mopping his brow with an indigo, silk handkerchief, Thumnus firmly affixes mirrored goggles over his eyes and gives a wide smile."

BIANCA HASTEFORT

HUMAN, FEMALE, 65 (SCOUT)

Owner of the *Burgundy Blitzer*. A wealthy racer who delights in showing off her skill and teasing her rivals.

"Bianca wears a broad-rimmed scarlet hat that matches the paintwork of her kart. She brags loudly about the expense of her vehicle."

MURBEL DURCK

SATYR, FEMALE, 20 (SCOUT)

Owner of the *Charcoal Chariot*. Ambitious, young racer who wants to prove to everyone she can win.

"Murbel is dressed head-to-toe in black, and is muttering calculations under her breath."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Bandit	12	11	+1	Fires a light crossbow
Cyclops	14	138	+0	Short-sighted vision
Goblin	15	7	+2	Fires a shortbow
Scout	13	16	+2	Fires a longbow
Thug	11	32	+0	Fires a heavy weapon

Suggested Story

Set the scene, have the three kart owners introduce themselves and their vehicles, then continue:

PREPARE YOUR VEHICLES

- After choosing their team, party members can try to recruit extra crew to fill any vacant slots. One Thug, two Goblins and five Bandits are available.
- With all roles filled, the party must tighten rivets on their kart's wheels, attach the crystal power cells, and add metal plates to the chassis.

START YOUR ENGINES

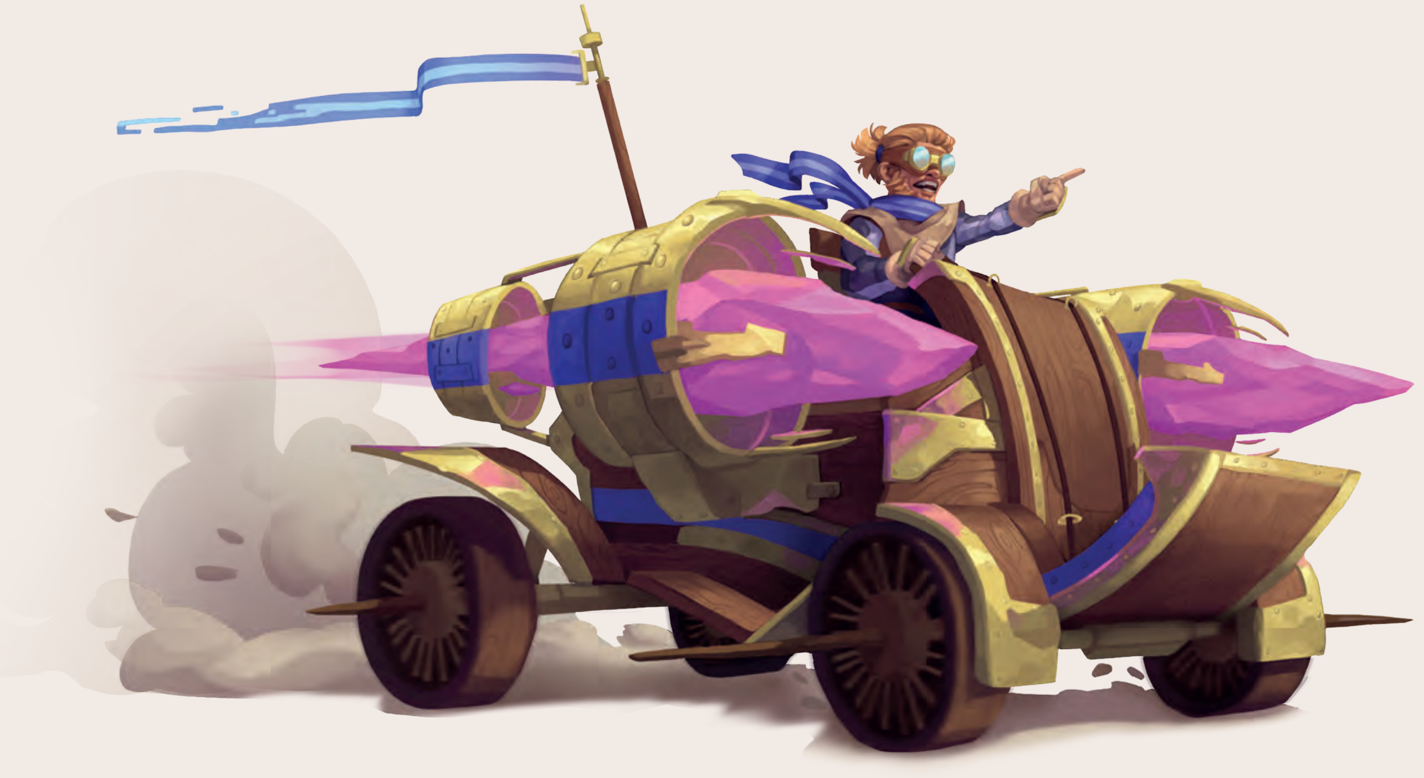
- At the starting area, the race begins! Starting positions, and initiative order, are determined by how efficiently each team prepared their karts.
- Three other karts in the race are driven by a team of Thugs, a team of Goblins and a team of Bandits.
- On their kart's turn, engine crankers can propel the kart 1d10 x 100 ft; drivers choose how to spend that movement; and gunners try to weaken their rivals by firing a weapon or casting a spell.

BUCKLE YOUR SEATBELTS

- The karts race around the circuit, from the starting area to the shale canyon, then across the arid trail.
- An angry Cyclops, who was disturbed by the noise, will throw rocks at random karts from the top of the shale canyon, while shouting insults.

PHOTO FINISH

- As karts complete the circuit, the race ends and they are ranked based on their finishing position.
- The racers thank each other for a thrilling race.



Key Locations

STARTING AREA

"Blinding sunlight beats off the white, stone track. The smell of grease, oil and molten metal fills the air. The sound of screaming fans is deafening."

Strategies need to be discussed before the race, because all racers gain the deafened condition when they enter this area.

The first section of track is wide enough for three karts. It runs for 1000 ft before the canyon starts.

SHALE CANYON

"The dusty cobbles descend into a careful drive through an enclosed, rocky valley. Jagged boulders and loose stones litter the parched ground."

This is a narrow passage through a bumpy chasm. Rocks in the road need to be expertly manoeuvred between to get to the other side.

The track here is wide enough for two carts, and continues for 2000 ft before reaching the arid trail.

ARID TRAIL

"The valley road climbs into a fenced-off route through the sand. Flags make a spectacle of an upcoming, steep jump."

Racers must test their strength to stay in control during the 'Leap of Faith' jump. Karts receive a -2 to their next cranking roll for each racer who fails the test.

This road is wide enough for five karts, and continues for 2000 ft before reaching the finish line.

Secrets and Clues

1. The other karts in the race are called the *Turbo Trolley*, the *Brute Buggy* and the *Squeaky Sleigh*.
2. Karts cannot move through another kart's space, so can only overtake if the track is wide enough.
3. Karts can exit the track before cranking to take a pit stop; they rejoin the race on their next turn.
4. Crankers and gunners can swap roles at any time, but a driver change will require a pit stop.
5. Drivers who continue for more than five rounds of the race without swapping will become exhausted.
6. During a pit stop, unconscious racers regain 1 HP and karts are repaired to 10 HP.

★ Quest Rewards ★

The team who finish in first place receive 100gp each. The racers on the karts who finish in second and third places receive 50gp each and 25gp each respectively. If an owner wins with the party, they will gift the group their krystal kart as a thank you.

Level ③-④ Adventure

EASIER: Thumnus, Bianca and Murbel could use Thug stats, and every other racer could be a Bandit.

HARDER: You could replace the Cyclops with a livid Fire Giant. Thumnus, Bianca and Murbel could be Veterans, while the others racers use Bugbear stats.

LURE OF THE LAMIA

MYSTERIOUS   CONFRONTATION   DESERT ROAD

A surprise encounter during a trek through the desert reveals a group of Bandits are the unwilling accomplices of a larcenous Lamia. The party must find and defeat the Lamia, without becoming the latest mind-controlled members of her gang.

→ Starting the Adventure

"The sun casts its light on the red sand as you continue your march through the seemingly endless desert. The expanse of dunes would be a beautiful sight if you were looking at a landscape painting, less so as you trudge through it, sun-baked and slick with sweat. As you continue down the desert road, you see that you're approaching a small town. This is the only resting point in sight, but it is still tantalisingly out of reach – a haven in the desert."

Bandits are waiting to ambush the party as they draw closer to the town. However, the Bandits are the unwilling pawns of a local Lamia, who is using mind-control magic to force them to steal for her. Amira, the captain of the town's guard, is the Lamia's loyal servant, helping to keep her hidden and providing her with new followers. Amira has identified the party as viable candidates to be put under the Lamia's spell.

Important Characters

ZEPHYR SILVERWIND

HUMAN-ELF, FEMALE, 27 (SPY)

This bodyguard was escorting travellers through the desert when Selyse first took control of her mind.

"Something bubbles beneath the surface of her glowing white eyes, desperate to break free."

AMIRA GRANGER

HUMAN, FEMALE, 35 (SPY)

This confident, uniformed figure is the captain of the local guard. She wears fine, gold ear cuffs.

"Amira has an easy, relaxed swagger, clearly comfortable with both her environment and the weapons strung at her hip."

SELYSE

LAMIA, FEMALE, 110 (LAMIA)

Vain and demanding, Selyse prefers to have others do her bidding, but isn't afraid to get her paws dirty.

"Gold jewellery adorns every inch of her, from the rings on her fingers, to the anklets above her massive paws. Her tail flicks menacingly."

Suggested Story

Set the scene, describe the silhouette of the nearby town and the rocks on the road, then continue:

A STRANGE STICKUP

- As the party nears the town, they are ambushed by three Bandits and their leader, Zephyr, who demand the party surrender their valuables.
- During the fight, Zephyr desperately forces out the word "Help" and hands the nearest party member a map to the Bandit hideout. Zephyr suffers immediate psychic damage and falls unconscious.

ON GUARD

- Amira appears on horseback as the conflict ends. Impressed by the party, she offers them a reward if they help her locate the Bandit hideout and recover the goods they have taken from others.
- Zephyr and her crew are left too weak to travel and too groggy to give further information of use.
- Following the map to the Bandit hideout, the party may fall through the sand into a Giant Scorpion's burrow. The creature attacks in defence of three baby Scorpions. Amira fights alongside the party.

CAT'S OUT OF THE BAG

- Deep in the hideout, the party find three Bandits, one of which is Selyse in disguise. If confronted, Selyse will reveal her true form and try to charm and recruit the party. She attacks if declined, aided by Amira. The other Bandits silently watch.
- Once Selyse and Amira are defeated, any surviving Bandits are free from control and offer the party treasure from the stolen hoard. The party can make their way to rest safely in town.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Bandit	12	11	+1	Carries two weapons
Giant Scorpion	15	52	+1	Attacks three times
Lamia	13	97	+1	Mind-control spells
Scorpion	11	1	+0	Poisonous sting
Spy	12	27	+2	Multiple attacks

Key Locations

DESERT ROAD

"The dusty road winds past sand dunes and rocky outcroppings towards a small town. A stone wall shields most of the town from view; only a guard tower rises above it."

The Bandits are hiding behind a rock formation. They have used palm leaves to sweep away their tracks in the sand.

Amira is in the guard tower with a clear view of the Bandit ambush.

SCORPION'S BURROW

"It is strangely cool and damp in this subterranean tunnel. Very little sunlight reaches the depths, but you can make out writhing movements in one corner."

The burrow is damp and dark. The rotting remains of past meals are strewn about the space.

The Giant Scorpion lies in wait at the far corner of the burrow, her translucent brood of newborn baby Scorpions crawling on her back.

BANDIT HIDEOUT

"Torches line the walls and gleam against fine silks and carpets that are draped to give the cave a more luxurious atmosphere."

Zephyr's map indicates a rock fall as the entrance to the camp. On closer inspection, the huge boulders are a magical illusion.

The cave interior is decorated with a mixture of stolen treasure and illusions created by Selyse.

Secrets and Clues

1. Amira earns a decent salary in the town guard, but has always dreamed of a grander lifestyle.
2. Amira met Selyse six months ago, after tracking a group of missing traders to the Bandit hideout.
3. Selyse persuaded Amira to work with her without using magic, by promising a share of her riches.
4. Selyse uses the Geas spell to control the actions of her gang of Bandits, including Zephyr.
5. The hand-drawn map Zephyr gives the party is basic, but identifies some key rock formations.
6. Selyse rarely shows her true form to others, unless they have impressed her in some way.

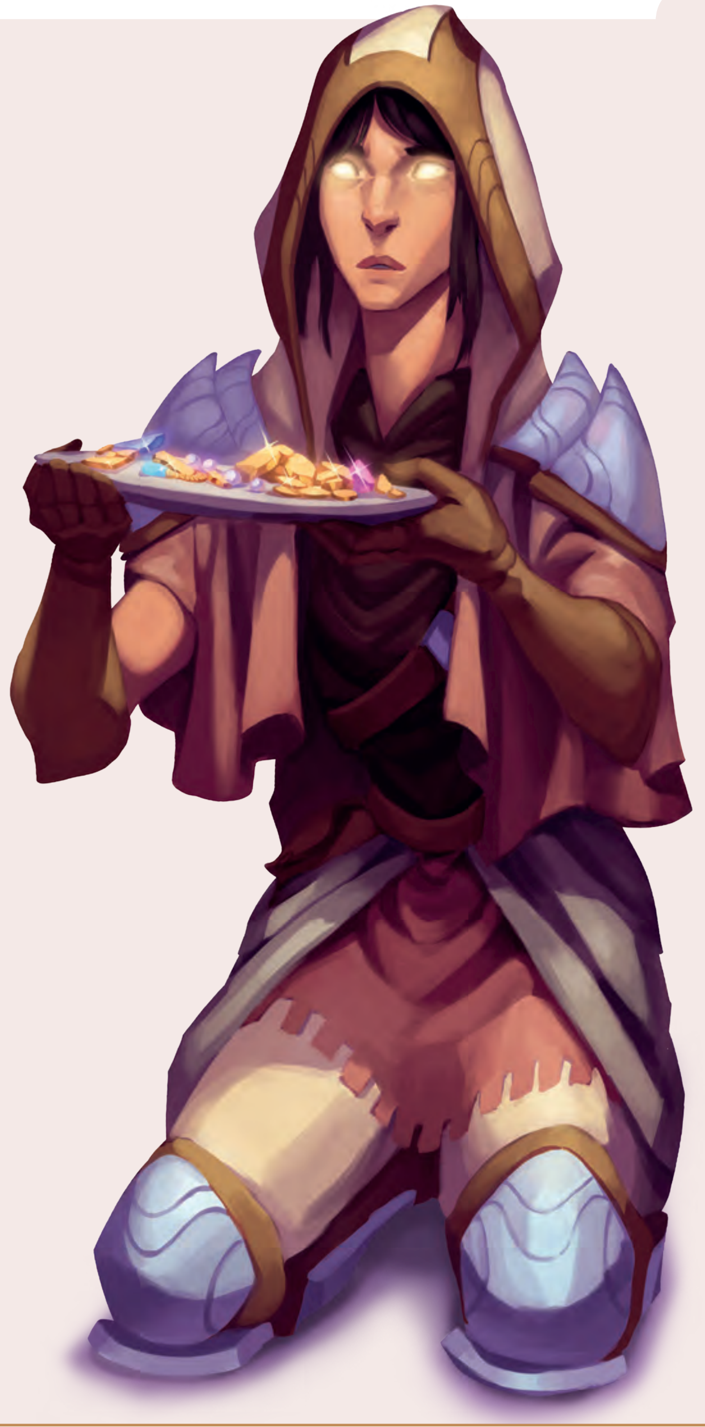
★ Quest Rewards ★

Amira offers the party **75gp each** if they help her clear the Bandit hideout; the party can take this money from her purse when she is defeated. They can also take **gemstones**, **jewellery**, **fine rugs** and **tapestries** (worth 200gp total) from Selyse's hoard.

Level ③-④ Adventure

EASIER: Zephyr and Amira could use Bandit stats, and the Giant Scorpion could swap for three more Scorpions. Selyse could fight the party alone.

HARDER: You could replace the Bandits with Thugs, and everyone in the hideout could attack the party.



ON SHAKY GROUND

THRILLING · RESCUE · REMOTE TOWN

The party will learn that some battles cannot be fought head-on when a gigantic Purple Worm advances on the town where they are staying, causing destructive tremors. Can the heroes help complete an evacuation before the monster brings the town down around them?

→ Starting the Adventure

"Just as the first tinges of dawn creep over the horizon, the ground shakes beneath your bedrolls. Dust falls from the ceiling, but the beams hold for now. From outside, crashes and cries suggest not every structure in this small savannah town was as sturdy. Jumping to your feet, you step outside and join a throng of people gathering to seek answers."

Important Characters

MAK AL'NYN
HUMAN, MALE, 33 (SCOUT)
The town's elected leader, Mak, is willing to make tough choices to ensure his community's survival.

"Mak's deep brown eyes convey a sense of calm reassurance, even under pressure."

KALÉ TMAVA
DWARF, FEMALE, 45 (COMMONER)
Kalé is a trainee healer at the local infirmary. She was able to dodge the critters and run to fetch help.

"Her grey apron and white robes are ripped and stained with dust. Kalé's face reveals her panic."

Suggested Story

Set the scene, have the party follow the townsfolk to the town's central well, then continue:

EVACUATION ORDERS

- Mak tells the crowd that the tremors are caused by a fast-approaching Purple Worm, who has destroyed villages nearby. He orders an evacuation.

VITAL TASKS

- Mak asks the party to load heavy crates from the town stores and five panicked Goats onto carts.
- Then, Kalé runs over to the party. She asks them to help save infirmary patients, who are being attacked by two Swarms of Beetles and one Swarm of Poisonous Snakes.
- With the evacuation nearly complete, Mak asks the party to ring the bells to warn nearby towns.

EARLY BLAST GETS THE WORM

- Finally, the party must lay dynamite in the square.
- Once they retreat and the Worm reaches the square, the party help a team of Scouts fire flaming arrows to detonate the dynamite from afar. With the Worm defeated, the town can begin to rebuild.

Key Locations

TOWN SQUARE – The central hub of the town contains a communal well and a 40 ft tall bell tower with a good view of the surrounding savannah.

As the worm approaches, the tremors get stronger, making ascending the bell tower very dangerous.

INFIRMARY – This low building is on the edge of town. Rubble has blocked the main doors. Further tremors could trap the party under falling debris.

Inside the ward, four patients wait nervously on their beds, and must be carried out on bamboo stretchers.

Secrets and Clues

1. A Scout saw the Purple Worm crest out of the sand a few miles away, heading towards the town at speed.
2. The townsfolk know the legend of the 'Great Consumer' and know they cannot confront it directly.
3. As the citizens evacuate to a nearby city, a team of Scouts climb a rocky hill to prepare flaming arrows.
4. The creatures in the infirmary have been driven out of the soil by the tremors from the Purple Worm.

Level ③-④

EASIER: You could reduce the creatures in the infirmary to one Swarm of Beetles and two Flying Snakes.
HARDER: Try replacing the Goats with Giant Goats, and have four Ankhegs terrorising the infirmary patients.

CONSTELLATION PRIZE

MYSTERIOUS · INVESTIGATION · SAND DUNES

Suggested Story

A group of astronomers recently witnessed something fall from the heavens and land in the desert, so require an escort to the site of impact. At the crater, things become strange – the ground has been warped and a bizarre, alien creature lies in the centre.

Important Character

ECTOBAR
NOTHIC, AGE UNKNOWN (NOTHIC)
With a single, emerald-green eye, this otherworldly individual seems to gaze into the souls of others.

Key Location

IMPACT SITE
The sand here has been superheated into black, glassy ripples that spread in concentric waves from the crater's centre. Small bushes and grasses nearby burn with bright-purple flames.

Expanding the Adventure

- What is the creature and where did they come from?
- When Ectobar wakes up, will they be a friend or foe?
- Did the astronomers know what to expect at the crater, or were they taken by surprise?

CATCH THE COURIERS

LIGHT-HEARTED · ACQUISITION · MARKET TOWN

Suggested Story

A hopeless romantic has discovered that his crush's heart belongs to another. Embarrassingly, he had ordered roses, perfume and fresh fruit to be delivered to their door today, to express his undying love. The party need to intercept the couriers before they arrive!

Important Character

CHARISS BILK
HOBGOBLIN, MALE, 32 (COMMONER)
A single red rose pinned to his chest clashes with his bright-pink clothing. Tear tracks stream down his face.

Key Location

BUSTLING BAZAAR
A sprawling town market packed with stalls selling food, spices, fabrics and trinkets. The couriers could be anywhere on either the ground floor or mezzanine level, and will likely blend into the crowd.

Expanding the Adventure

- Who stole the heart of Chariss' beloved?
- How did Chariss find out that his crush's attention belongs to someone else?
- Why did Chariss choose today to express his love?

RUST AND RUIN

ADVENTUROUS · CONFRONTATION · ANCIENT RUINS

Suggested Story

Historic desert ruins are in danger of collapsing! The metal supports that have been holding up the fragile dirt walls of the ancient city buildings are infested with Rust Monsters. If the pests aren't cleared and the metal repaired, the ruins could disintegrate entirely.

Important Character

EVELYN WETTELBECK
HUMAN-ORC, FEMALE, 25 (ACOLYTE)
A student of arcane runes, Evelyn has gone into the off-limit ruins to try and preserve ancient texts.

Key Location

ANCIENT LIBRARY
One of many grand buildings in the ruined city, the library holds ancient scrolls and tablets of significant academic interest. The metal struts that support the shelves are being quickly corroded by Rust Monsters.

Expanding the Adventure

- What happened to the society that used to live here?
- How much damage have the pests already caused?
- Are any of the texts magical? What might happen if the tablets and scrolls are destroyed?

Challenge the party in open landscapes by describing heat haze or dust storms that restrict their visibility.

CRASH LANDING

ADVENTUROUS · DEFENCE · SAND DUNES

Navigating this area of inhospitable, barren land is almost impossible, unless you are wealthy enough to buy passage on a skyship. The party have found the funds for the flight, however, their travels face some unexpected turbulence when they crash land in the desert.

→ Starting the Adventure

"You stand on the open deck of a skyship, taking in the majestic views of the desert below. From this height, the cracks in the dry, mineral-rich earth create a fractal pattern, like an irregular mosaic. Suddenly, the ground begins racing towards you at speed, and you realise the ship is nose-diving out of the sky. Instincts kicking in, you clutch the railings and brace yourselves for impact."

There is little time for the party to react, so they cannot take actions that would slow or stop the skyship's descent. The party land on the shredded remains of the skyship's fabric air balloon, cushioning their fall. Each party member takes 4d8 damage from the initial impact. Captain Irjami takes only 2d4 damage, as she was steering from the rear of the ship. Yanus, the ship's first mate, is knocked unconscious. Add to the jeopardy of the wait for rescue by requiring regular checks for heat exhaustion.

Important Characters

IRJAMI KASSAN-ZHOU

HUMAN, FEMALE, 28 (SCOUT)

Irjami is one of the younger captains in the Verdin Skyships fleet, but is very adept and experienced.

"Irjami's flight suit has been shredded by the impact of the crash, but her dark eyes are alert."

YAMUS TROGSETTER

DWARF, MALE, 72 (COMMONER ↓)

Yamus, the ship's reliable first mate, handles maintenance and navigation among other duties.

"Yanus lies in the wreckage, limbs awkwardly trapped under rubble. His broad chest lies still."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner ↓	10	1	+0	Avoids combat
Dust Devil	15	90	+5	Causes whirlwinds
Dust Mephit	12	17	+2	Blinding dust burst
Giant Spider	14	26	+3	Restraining web
Scout	13	16	+2	Keen senses

Suggested Story

Set the scene, describe the impact of the skyship and the aftermath of the crash, then continue:

BRACE FOR IMPACT

- As they stir, the party see Captain Irjami looking for Yamus, who is buried under heavy debris.
- Yamus is unconscious. He can only be partially healed, as toxic fumes have damaged his lungs.

SEARCH FOR SUPPLIES

- Irjami asks the party to help her find the Sending Stone that she can use to call for help. She also suggests they collect any useful survival gear.
- If the party make contact with the skyship base, they are told a rescue ship won't be able to attend until the next morning, due to high winds.

HEAD FOR SHELTER

- Irjami says it is unwise to stay at the crash site, due to the weather and the threat of scavengers.
- The party find a large rock to shelter under, but during the night, three Giant Spiders burrow up out of the sand and attack the party. The party may become exhausted due to interrupted sleep.

EXHAUSTING MORNING

- The next morning, the party travel back to the crash site, but are caught in a sandstorm. It is caused by a Dust Devil and three Dust Mephits who attack the party.
- Once the elementals are defeated, the rescue ship appears. The party must signal to it, before being picked up and taken to their destination. Irjami's boss congratulates the party on their survival.

★ Quest Rewards ★

After the rescue, the head of Verdin Skyships **refunds the costs of the party's passage** (25gp each) and offers them an additional **300gp compensation** and **free return flights.** If they survive, Irjami and Yamus also thank the party profusely for their help.

Key Locations

CRASH SITE

"Scattered around you are smouldering chunks of wooden decking, hull and rigging. The debris has kicked up plumes of dust that clog your throat."

Amongst the debris, the party can easily find three water containers, two ration packs and two lanterns.

The emergency Sending Stone Irjami is looking for has been thrown away from the ship and is partially buried in the sand.

ROCK SHELTER

"In the distance, a curved shape breaks the horizon. As you near it, you see a large circular rock protruding at an angle, revealing a slim spot of cover."

The rocky shelf covers a small patch of softer dirt and sand that can be excavated to form a shallow shelter.

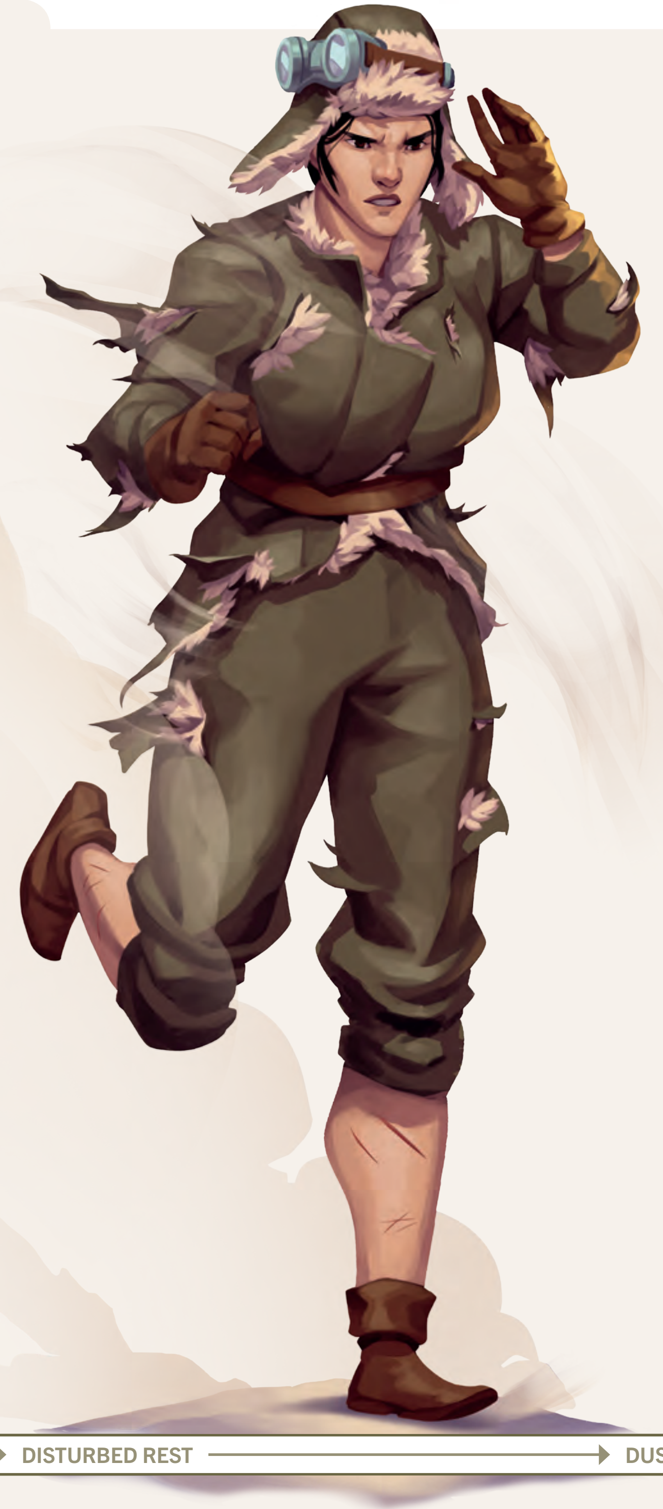
During the night, two Giant Spiders attack the party. The spiders use webbing to trap their victims, and then try to pull them underground.

DESERT SURROUNDINGS

"The dry air makes your eyes sting and you quickly become as parched as the hard ground beneath your tired feet."

As night falls, cold winds pick up and grit beats painfully into the party's skin while out in the open.

During the morning sandstorm, visibility is severely reduced and the party stumble directly into the path of the swirling Dust Devil and the three Dust Mephits.



Secrets and Clues

1. This arid region is so treacherous, travel by foot or steed is forbidden by the local authorities.
2. Verdin Skyships is one of two companies offering desert crossings, and has a stellar safety record.
3. Most travellers opt to take a longer route around the desert due to the expense of sky travel.
4. Irjami's wife, Sia, worries about the dangers of flying and has asked Irjami to get a new job.
5. Investigating the wreckage reveals that birds nesting in the engine caused it to overheat.
6. The arcane element that powers the ship has exploded and is damaged beyond repair.
7. Yanus was standing near the engine when the airship crashed, so he inhaled a lot of toxic fumes.
8. The ship's first-aid kit was damaged on impact, destroying the glass Potions of Healing within.
9. If the party can't call for help, Irjami deduces a ship will be sent when they don't arrive on time.
10. Vichar Verdin is the head of Verdin Skyships and a lucrative carriage-rental business.

Level ⑤-⑥ Adventure

EASIER: You could decrease the impact damage and replace the Dust Devil with two more Dust Mephits.

HARDER: Try increasing the initial damage, swapping the Giant Spiders with Phase Spiders, and increasing the number of Dust Mephits to six.

NOSE-DIVE → TREAT YANUS → LEAVE THE SITE → DISTURBED REST → DUST STORM → HELP ARRIVES

THE TOMB'S TOME

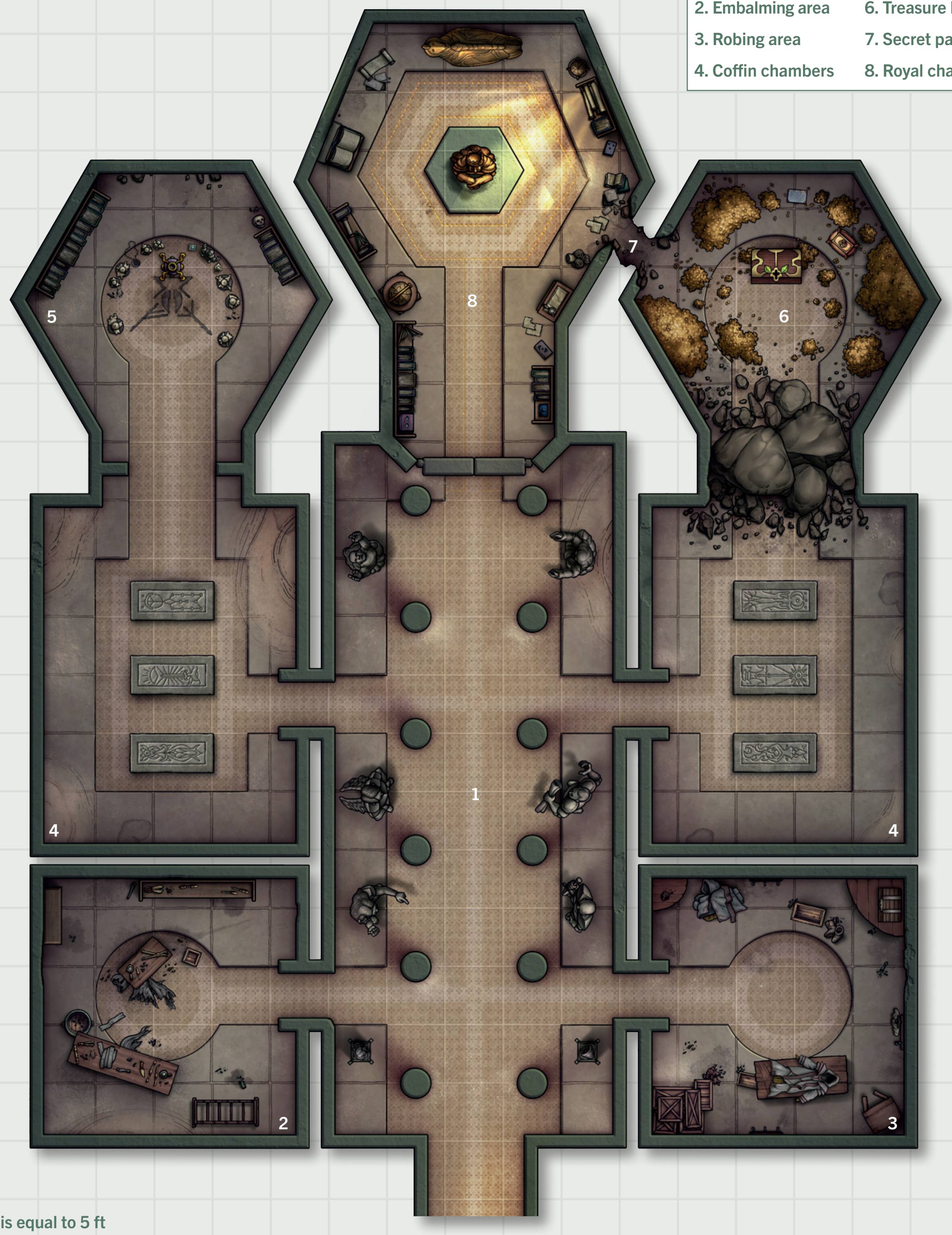
SPOOKY DELIVERY CURSED TOMB

A ghastly curse has been accidentally unleashed by a sticky-fingered treasure hunter, who stole a book from an undead ruler's mausoleum. Villagers who live near the tomb are suffering, and will continue to wither away until the party can return the beloved book to its owner.

QUEEN DAPHNE'S MAUSOLEUM

KEY

1. Grand entrance
2. Embalming area
3. Robing area
4. Coffin chambers
5. Ritual room
6. Treasure hoard
7. Secret passage
8. Royal chamber



1 square is equal to 5 ft

The secret passage is tight and can only be crawled through. It is also home to a Giant Poisonous Snake – treasure hunters, beware!

Starting the Adventure

"After travelling the long, hot desert roads, you decided to make a pit stop in a humble village along your route. As you arrive in the settlement's stables to board your horses for the evening, the stable owner approaches you. He stumbles to the ground, then looks up at you, grimacing through his gaunt features and sallow skin."

Important Characters

STEFANUS GOLDSUN

ELF, MALE, 139 (SCOUT ↓)

The stable owner found his partner, Ignacio, on the edge of town and now tends to his rampant fever.

"Stefanus barely fits into his baggy shirt, apron and trousers. His features are almost skeletal."

IGNACIO BLUME

ELF, MALE, 102 (GLADIATOR ↓)

Stole a tome from the treasure chest in Queen Daphne's mausoleum three days ago. He is feverish.

"Ignacio lies on a straw bed with a cold flannel on his forehead. His skin is covered in beads of sweat and boils, and he shivers uncontrollably."

QUEEN DAPHNE KHETTARA

HUMAN, FEMALE, DIED 1000+ YEARS AGO (MUMMY)

Buried with her treasure, books and scrolls. She fiercely defends the knowledge she gained in life.

"The horrifying abomination that is Queen Daphne's animated corpse is accompanied by the chiming sound of her bejewelled bangles."

Suggested Story

Set the scene, have Stefanus stand and tell the party about the theft and the curse, then continue:

RIGHT PLACE, WRONG TOME

- He leads them to Ignacio, who is clutching the tome and keeps muttering "must return book". Stefanus pleads with the party to place the tome back into the treasure chest it was taken from.

TRAVEL TO THE TOMB

- It is a few hours journey by foot to the mausoleum.
- The open entrance leads to a hall with six statues of handmaids. The handmaids are also on the cover of the tome, where each holds an item: a scroll, holy beads, a sword, a lyre, a censer and a skull. Unlike the tome's cover, the statues' expressions are sad, and the items are missing.
- To open the royal chamber doors, the party must find the items around the tomb, but may disturb Shadow monsters while searching. A statue will close its grip if a correct item is placed in its palm. Once all items are placed, the doors will open.

BURGLAR ALARM

- The royal chamber doors shut once the party enter. Placing the tome in the treasure chest reopens the doors. Queen Daphne and her handmaids (Spectres) will then rise from their coffins.
- The party are thanked and offered an eternal tomb guard role. If they decline, they are attacked.

REST IN PEACE

- The party can return to the village to find its people are no longer cursed and are slowly recovering. Stefanus and Ignacio thank and reward the party.

Key Locations

CURSED VILLAGE – Sickly villagers can be seen struggling with their illnesses through open windows.

Ignacio fled back to the village to find help after Queen Daphne cursed him, but it was too late. By bringing the tome to the village, he cursed the people who live there.

QUEEN DAPHNE'S MAUSOLEUM – The statues' items are hidden in the grand tomb, and teleport back to their hiding spot once the royal chamber doors open.

Anyone who attempts to clear the cave-in leading to the treasure hoard will trigger a Blight spell.

Secrets and Clues

1. Queen Daphne ruled this region thousands of years ago, and was known to be incredibly intelligent.
2. Ignacio stole the tome, hoping to sell it for a decent amount of money. Only he and Stefanus know.
3. Thieves who steal from Queen Daphne's tomb will be afflicted by her curse via the Contagion spell.
4. By visiting the village, the party are also under the curse, and may notice their skin beginning to wither.

Level ⑤-⑥

EASIER: Queen Daphne could be a Ghoul, and her handmaids could use Zombie stats.
HARDER: Try having Queen Daphne and her six handmaids all using Mummy stats once they rise from their coffins

LAW AND DISORDER

SPOOKY DEFENCE DESERT ROAD

Two witnesses in a mining malpractice dispute have been placed into the party's care. Their testimonies about their employer are damning, and could cost the mining corporation a fortune. Can the party escort the whistleblowers to court before someone tries to silence the truth?

→ Starting the Adventure

"Malpractice in Longhorn Mine led to the collapse of one of its shafts and injury of its employees. The town Guards have asked for your help with escorting two whistleblowers to a court hearing taking place in a neighbouring town. The pair have been in witness protection until now, as their accounts could cost the mining corporation a large sum of gold."

Important Characters

GARRETT BASKERVILLE
HUMAN-ELF, MALE, 45 (SPY)
Mine administrator who saw the directors sign off on risky construction and digging methods.

ISAIAH PROUDHOOK
HALFLING, MALE, 38 (SPY)
A miner who was ordered to reinforce the shaft using an illegal, but much cheaper, building technique.

AYAKASHI
ONI, MALE, 511 (ONI)
A fabled mercenary whose extortionate fee fits his unparalleled skill. Speaks in sharp, raspy whispers.

Suggested Story

Set the scene, have the town Guards bring Garrett and Isaiah to the party at dusk, then continue:

SET UP AND SET OFF

- The Guards offer a cart for the group to travel in. The witnesses are scared, but go with the party.

ON THE RUN

- If the party look for anyone following them, they will only see a few circling Vultures. The sun sets.
- At night, Ayakashi sneaks into Isaiah's tent using Gaseous Form and tries to kill him. If discovered, Ayakashi will attack the party briefly, then flee.
- The next day, the group almost crash into a child who runs out of long grass onto the road, chasing a Cat. The child is actually Ayakashi in disguise; he will attack a witness before fleeing again.

FIGHT THE GOOD FIGHT

- Before the party reach the next town, Ayakashi descends as a silhouette in front of the moon. He casts Cone of Cold and fights them to the death.
- With Ayakashi defeated, the surviving witnesses can be delivered to court and give their accounts.

Key Locations

GUARD TRANSPORT — The cart the Guards offer is an inconspicuous, wooden vehicle pulled by two Draft Horses. It features an elevated seat for its driver, and a shaded interior lined with benches for its passengers.

The animals will need to be fed and watered en route.

DIRT ROAD — Connecting the starting town and the destination is a winding, rocky road. Potholes must be frequently avoided, as they may break the wheels.

The hot weather may exhaust anyone who spends extended periods outside the cart's shaded interior.

Secrets and Clues

1. The Oni was hired by Lord Tyree Longhorn, a major shareholder and director of Longhorn Mining Ltd.
2. Ayakashi has been given many names by his victims over the years, such as 'Haunter' and 'Blue Death'.
3. Ayakashi doesn't use all of his skills in the first fights with the party, in an attempt to gauge their power.
4. Without the testimonies of either Garrett or Isaiah, the legal dispute will surely go in Longhorn's favour.

Level ⑤-⑥

EASIER: Ayakashi could be an Invisible Stalker, summoned by Longhorn to remove the witnesses.
HARDER: You could replace the Oni with an Efreeti, who summons Fire Elementals to distract the party.

ON BURROWED TIME

THRILLING INVESTIGATION OKRA FARM

The Lavandula Okra Farm has thrived in this arid region for years, and supplies many of the towns in the area. However, persistent pests are having a drastic impact on this year's harvest. Can the party purge the pests before they cause irreparable damage to the farm?

→ Starting the Adventure

"As you arrive at Lavandula Okra Farm, it's clear that something is plaguing the area. Holes pepper the fields, and chunks of crops are missing. You are starting to think that the simple pest control job that you tore from the town noticeboard might not be so simple, after all. You make your way to the large, wooden farmhouse that sits atop a hill."

Important Characters

LILY LAVANDULA
HUMAN, FEMALE, 61 (COMMONER)
An irate okra farmer; she demands to know which pests are stealing her crops and damaging her farm.

GARELD ORCHIS
HUMAN, MALE, 59 (COMMONER)
A neighbouring squash farmer who often bickers with Lily. He once saw a giant insect on her farm.

IANNA HWANG
HUMAN-ELF, FEMALE, 28 (COMMONER ↓)
Lily's harvesting team manager. Ianna inspected a hole at the end of her shift, and was dragged in.

Suggested Story

Set the scene, have the party arrive at Lily's farmhouse to meet Lily and Gareld, then continue:

TUNNEL VISION

- Lily sends the party to look for and destroy the pests. Gareld's sympathy makes her more angry.
- The party can investigate the holes and find evidence of Ankhegs. They also spot one of Ianna's boots, next to a hole leading to a tunnel.

GOING UNDERGROUND

- When the party enter the tunnel, it collapses behind them, blocking the exit. They must navigate the way ahead and avoid acidic saliva pools.
- Further on, three okra-eating Ankheg larvae (Rust Monsters) notice the party and attack.
- Arriving at the nest, the party are attacked by four adult Ankhegs and two larvae. 1d4 larvae will hatch every round until all the Ankhegs are destroyed.

BREAKING GROUND

- The party can rescue Ianna from the Ankheg's food store. A short walk through the tunnels leads them out to an apologetic Lily and a smug Gareld.

Key Locations

LAVANDULA OKRA FARM — A field full of plants in this otherwise arid area. The tilled land is dotted with holes of varying sizes, and its crops are badly damaged.

Lily's farmhouse sits on an elevated area. She likes standing on the porch and watching her teams work.

ANKHEG NEST — This papery nest is made from plant fibre and scraps of burlap sacks from Lily's farm. Milky-white Ankheg eggs protrude from the nest walls.

Okra plants in one corner act as a food store. Ianna lies unconscious on top of the pile, injured but alive.

Secrets and Clues

1. Lily doesn't believe Gareld's stories; she thinks he spends too much time gossiping in the tavern.
2. Although neither would willingly admit it, Lily and Gareld both see the other as their closest friend.
3. Lily thinks Ianna left before the end of her shift yesterday and hasn't bothered showing up today.
4. The holes appeared around a month ago; more show up every night when the Ankhegs burrow and forage.

Level ⑦-⑧

EASIER: The pests could be a colony of greedy Twig Blights who live underneath Lily's farm.
HARDER: You could increase the amount of Ankhegs in the nest, and have 1d6 larvae hatch at the start of each round.

CHASING DREAMS

✦ MYSTERIOUS ⊕ RESCUE 🏛 SECLUDED TEMPLE

The sudden disappearance of a young girl sends the party on a rescue mission through the desert and into the hidden temple of a powerful beast. However, things aren't as straightforward as they seem, and more than just brute force will be needed to win the day.

→ Starting the Adventure

"Dry soil stretches out as far as you can see, framed by large, flat-topped rock formations that jut up over the horizon. The air is so dry that just walking through town seems to dehydrate you. On your journey to draw water from the well, you notice a man pasting 'missing person' notices to the walls. He spots you and walks over, holding a bundle of posters."

Zavi, the father of a lost girl, is trying his best to find her. Realising the party look better equipped to deal with his dilemma than anyone in town, he asks for their help. His young daughter, Sofia, went missing two nights ago. Zavi is concerned that Sofia was stolen by some kind of monster, because she's been describing seeing a serpent when she sleeps. He is unaware that the creature that has been visiting Sofia's peaceful dreams is a benevolent Couatl, who wants to bless her with power. Sofia left to find the Couatl's temple of her own accord.

Important Characters

ZAVI DELFINA
HUMAN, MALE, 35 (COMMONER)
A skilled stonemason who would give anything to have his beloved daughter back in his arms.

"Clearly anxious, his calloused hands shake and his voice wobbles with raw emotion."

SOFIA DELFINA
HUMAN, FEMALE, 11 (ACOLYTE)
This kind-hearted, curious child is the first mortal to awaken the Couatl in hundreds of years.

"The child's dark, chin-length hair and round face match the poster's depiction of Sofia. Her eyes are closed, but she is smiling calmly."

BENETA, SEEKER OF THE HEARTSOUL
COUATL, FEMALE, 1000+ (COUATL)
This celestial guardian goes by many names. She shares her power with only the worthiest mortals.

"Vibrant, feathered wings spring from the Couatl's serpentine body. A soft glow surrounds its form, casting light around the chamber."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Acolyte	10	9	+0	Protective spells
Commoner	10	4	+0	Avoids combat
Couatl	19	97	+5	Magical shield
Earth Elemental	17	126	-1	Multiple slam attacks
Giant Boar ↑	12	65	+0	Charges when scared

Suggested Story

Set the scene, describe the posters of Sofia the party see, have Zavi introduce himself, then continue:

SEARCH PARTY

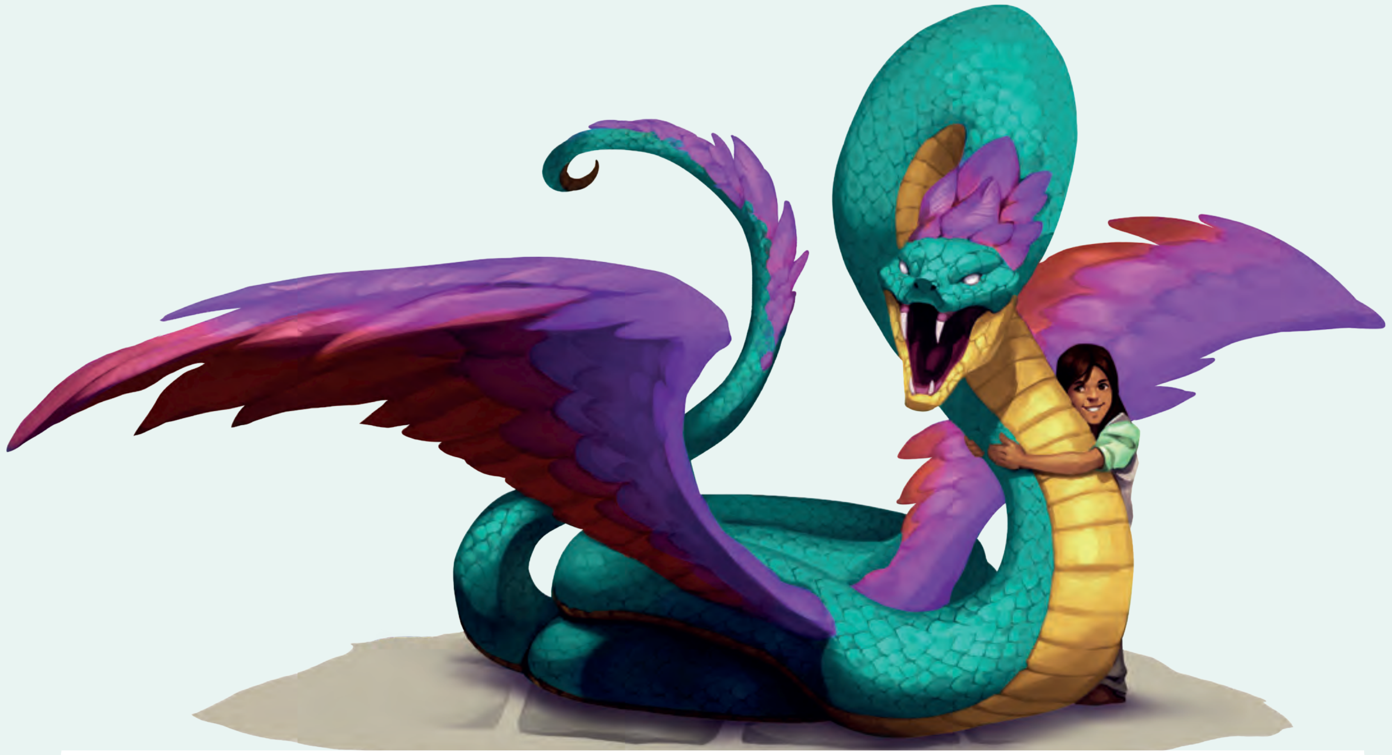
- Zavi explains that Sofia vanished two nights ago. He is distraught and begs the party for their help.
- The party can inspect Sofia's home and find her footprints in the dry soil leading to the temple. The entrance is guarded by two Earth Elementals.

THE COUATL'S TRIALS

- Inside, the party face three more trial chambers:
- Trial of Respect: This room is empty except for a locked door. Knocking and asking politely for entry will open the door. Attempts to break through deal 2d8 psychic damage, even if successful.
- Trial of Generosity: This room contains six plinths; three topped with artefacts, and three waiting for worthy offerings. When the party have filled the empty plinths with items, the door will open.
- Trial of Kindness: The party are attacked by a Giant Boar with an arrow in its side. If the boar is knocked out, the door stays locked. Removing the arrow or healing the boar calms it, and opens the door.

PASSING THE POWER

- The party see the Couatl guarding Sofia, who is bright with energy. If the party try to take Sofia, the Couatl will defend her until the ritual is done.
- Sofia wakes after four rounds. The Couatl explains that after following her dreams and passing the trials, Sofia has gained the powers of an Acolyte and can now return to serve her community.



Key Locations

ZAVI AND SOFIA'S HOME

"Zavi and Sofia's modest dwelling sits on the edge of the desert, waiting for its youngest occupant to return."

Sofia's sketches of rabbits, her dad, and the Couatl are scattered on the floor of her bedroom.

Their home shows no signs of forced entry or intruders, and no traces of any magical energy. The temple's entrance is visible from Sofia's bedroom window.

TEMPLE ENTRANCE

"A red rock formation rests in front of you, where the sparse scrub refuses to grow. The dirt shifts beneath you strangely, even though there is no breeze."

The temple's entrance is in a crack in the rock face marked by a symbol of a flying serpent.

It is guarded by two Earth Elementals (hiding within the stone) who will fight the party in a Trial of Courage. Sofia was let through without issue.

TEMPLE INTERIOR

"Carvings and pictograms line the walls of the massive chamber. They are painted in vibrant earthy pigments and surrounded by gold script."

The writing throughout the temple is Celestial, and details the Couatl's tenets of courage, respect, generosity and kindness.

The carvings show the Couatl as a guardian and often give clues about the best course of action.

Secrets and Clues

1. The red rock formation is sacred to the village, but no one knows about the temple within.
2. The Couatl has lain dormant without a worthy, mortal Acolyte and thus faded from local lore.
3. In the first chamber, Celestial script reads, 'Those seeking peace are welcome. You only need to ask.'
4. In the second chamber, wall art depicts healing actions. Sofia's hair ribbon can also be found.
5. In the third chamber, Sofia's toy rabbit sits on one of the plinths; she left the toy as her own offering.
6. The Giant Boar is from the Celestial realm and cannot be killed, only knocked unconscious.

★ Quest Rewards ★

Zavi offers the party 300gp, money earned from a recent masonry commission. After the ritual, Sofia and Beneta can heal the party. Beneta praises the party's efforts and gifts them one of her feathers that acts as a Spell Scroll (Dispel Evil and Good).

Level ⑦-⑧ Adventure

EASIER: You could reduce the number of Earth Elemental temple guards to one.

HARDER: Try replacing the Earth Elementals with one Stone Golem. Moving an artefact in the second chamber could trigger a powerful Earthquake spell.

BEGIN THE SEARCH → TRIAL OF COURAGE → TRIAL OF RESPECT → TRIAL OF GENEROSITY → TRIAL OF KINDNESS → FIND SOFIA

BULETTE-PROOF

ADVENTUROUS   DEFENCE   GAME RESERVE

A game reserve that houses endangered animals has been on high alert ever since a pack of Bulette bullies moved in. The merciless monsters have already killed a number of animals, so it's up to the party to trigger sonic devices to scare them off once and for all.

→ Starting the Adventure

"The day is finally here; it's time for a safari! You packed your bags, filled your waterskins and put on your sun hats in preparation for a day exploring the savannah. The highly-reviewed Tigwell Tours take their customers on an expedition around a game reserve and guarantee sightings of axe beaks, buffalo and, most impressively, the endangered star-crested Rhinos. As you walk along the road near the reserve, you notice it has been churned up, as if something has been burrowing underneath it."

Much to the terror of Tigwell Tours and the animals who live on the game reserve, a pack of Bulettes have moved into the area and are preying on the wildlife – for both fun and food. Sadly, a number of animals have already fallen victim to these heartless hunters. The party must crank and activate sonic devices throughout the reserve to ward off the creatures and make the area Bulette-proof.

Important Characters

TERENCE 'TERRY' TIGWELL

HALFLING, MALE, 56 (COMMONER)

The proprietor of Tigwell Tours. He has a deep respect for the animals within the game reserve.

"Terry's bushy moustache and curly hair blow in the breeze. He wears an uneasy expression and nervously plays with his earring."

RELL BIRDLIP

HUMAN-ORC, MALE, 34 (VETERAN)

Rell is in charge of maintenance around the reserve, and protecting the wildlife from outside threats.

"The stubbled park ranger's breastplate and bracers bear the marks of predators that have fought him. His forehead is dewed with sweat."

LOONA MARYVILLE

TIEFLING, FEMALE, 35 (SCOUT)

The game reserve's resident vet. Loona monitors and aids the endangered star-crested Rhinos.

"Loona's supplies are carried in her bulky bag, and more are stuffed into her trouser pockets."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Bulette	17	94	+0	Burrows and leaps
Commoner	10	4	+0	Club (hiking pole)
Rhinoceros	11	45	-1	Charges in a line
Scout	13	16	+2	Keen senses
Veteran	17	58	+1	Multiple attacks

Suggested Story

Set the scene, explain that the churned-up ground rumbles and shakes, then continue:

SHAKING THINGS UP

- The tremor causes a landslide that the party must try to dodge. Before they find their feet, a worried Terry Tigwell runs over to help them up.
- Terry explains that the animals are in danger, and he must cancel the tour. Instead, he offers to pay the party if they help his staff protect the animals.

CAUSE FOR ALARM

- Terry instructs Rell, Loona and the party to switch on three sonic devices that act as Bulette wards. The devices are 30 ft tall, metal towers with two round dishes. Each device must be manually activated using a hand crank. Their locations are:
- Shaded area: Here, the group see a Bulette preying on a Rhino; the Bulette will attack the party if they interfere. It takes two rounds to crank the device.
- Grazing grounds: Uprooted trees are blocking access to the device, which is also in need of repair. It takes one round to crank the device, once fixed.
- Watering hole: A bathing Bulette lashes out at the group. Another Bulette appears at the start of the second and third rounds of combat. It takes three rounds to crank the device.

SAFE HAVEN

- With all the sonic devices activated, any remaining Bulettes flee from the reserve into the savannah.
- Back at the reserve's entrance, Terry, Rell and Loona heartily thank the party for their efforts.

Key Locations

SHADED AREA

"Gnarled trees with wide branches offer dappled shade to this slightly cooler spot. The Rhinos use this area for sleeping and socialising."

Although this is a popular spot for star-crested Rhinos, it is deserted because of a recent Bulette attack.

The injured Rhino's rear leg has been badly hurt by the Bulette, and it needs urgent help before the cruel predator strikes again.

GRAZING GROUNDS

"The scattered persimmon trees here used to drop their fruit to the grassy floor, making it a feeding area for herbivores. Now, many of the trees lie broken and uprooted, damaged by Bulette burrowing."

Bulette tunnels have churned up the ground and uprooted the trees.

The ground is precarious and hollow in places, and could cave in. Clearing trees from the path takes strength and careful footing.

WATERING HOLE

"Shallow, muddy banks lead down into a basin of water. Cautious animals at the edge of the lake are staring at a bulky Bulette who is using the lake as its personal bathing area."

The banks around the basin are slick with mud, and are considered difficult terrain. The Bulettes are unaffected by this.

Animals around the watering hole will flee as soon as combat begins.

Secrets and Clues

1. Terry, Rell and Loona live on the reserve in small, concealed, wooden houses.
2. The sonic devices were set up by Tigwell Tours the last time Bulettes entered the reserve.
3. The devices had fallen out of use because there was no active Bulette threat until recently.
4. As soon as a device is activated, Bulettes near to it will immediately burrow and flee the reserve.
5. The Bulettes have no fixed territory; they travel the dry, grassy plains, terrorising other animals.
6. Poachers hunt star-crested Rhinos for their dark, speckled skin that resembles the night sky.

★ Quest Rewards ★

Terry pays the party 550gp for all their hard work, and writes each of them a voucher for one free safari tour that they can claim in the future. He also offers them a Ring of Protection from his left thumb, as an additional thank you from the animals.

Level ⑦-⑧ Adventure

EASIER: You could replace all the Bulettes in the game reserve with Ankhegs.

HARDER: Instead of Bulettes, you could use huge Remorhazes. If so, the grazing grounds could be on fire, adding an extra hazard to the situation.

CHAPTER 4

Into the Woods

In the depths of the woods, there could be a new friend or foe waiting behind every tree, or even within the trees themselves. Whether you're trying to get to the root of a murder mystery, or branching out to help settle celestial conflicts, wonder and danger lurk in equal measure in this collection of fantastical forest stories.

CURTAIN CALL

THRILLING INVESTIGATION CARAVAN THEATRE

A travelling troupe's spectacular show stops suddenly when the body of its leader is found backstage. Before the party can tuck into their interval snacks, they are caught up in a murder investigation, and must use all of their analytical skills to find the calloused killer.

→ Starting the Adventure

"You purchased your tickets and took a seat on the front row to watch the Whimsy Ensemble perform within this sheltered forest glade. Bright caravans encircle the portable, wooden stage and lazily hanging lanterns give a warm light to the dim evening. The acclaimed show is about to begin."

Kacarosh welcomes the audience and introduces the first act, a group of dancers who perform a spectacular interpretation of a classic play. When they're done, the performers will head backstage and discover Kacarosh has been killed. One of the dancers will run back on stage, screaming, and inform everyone about Kacarosh's demise. As the rest of the audience flees, the party will be hired by the dancers to investigate the murder, with the promise of today's ticket sales as payment. The murderer has to be one of the three Satyrs who weren't on stage at the time of the killing – Stiss, Stramo or Ginnish.

Suggested Story

Set the scene, have the dancers plead with and hire the party to solve Kacarosh's murder, then continue:

IN THE SPOTLIGHT

- The party are invited backstage to look for clues. Examining the body shows Kacarosh was stabbed.
- The dancers suggest interviewing each suspect about their possible motivations. The three suspects reluctantly agree to speak to the party.

ABODE ANALYSIS

- The party are encouraged to search each suspect's caravan for evidence. The order the party choose to search the homes determines who the murderer is.
- In the first two caravans, any clues they find are red herrings, and there is no real evidence. In the third caravan, the murder weapon is found.

OUT WITH A BANG

- After being revealed as the murderer, the owner of the third caravan attacks the party in a rage.
- Upon seeing the evidence, the dancers will reward the party, but lament the difficult situation. They will ask the party what to do with the killer.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Cat	12	2	+2	Sharp claws
Mastiff	12	5	+2	Bites when cornered
Satyr	14	31	+3	Resistant to magic
Spy	12	27	+2	Multiple attacks
Weasel	13	1	+3	Good at hiding

Important Characters

KACAROSH GIR

SATYR, MALE, 41 (SATYR)

The recently elected director of the Whimsy Ensemble. Kacarosh is outwardly known for being charming, articulate, humble and a talented dancer.

"Kacarosh wears a spangled beret and a bright, matching waistcoat. He smiles with a wink."

STISS GIR

SATYR, MALE, 37 (SPY)

Stiss is fiercely jealous of his brother, Kacarosh, and hates how successful and beloved he has become.

"Stiss's emerald eyes are striking, but slightly duller in shade than his brother's. He walks with a limp and occasionally rubs his knee."

STRAMO DOXCHAE

SATYR, MALE, 42 (SPY)

Stramo is Kacarosh's rival; the two regularly have heated disputes and can't stand one another.

"Stramo is short in stature, but his pointy horns are ready to jab anyone who looks down on him. He seems to permanently wear an angry frown."

GINNISH SIMFLAIG

SATYR, FEMALE, 26 (SPY)

As Kacarosh's assistant, Ginnish is overworked and underpaid, and has grown to hate her employer.

"Ginnish's cheerful purple waistcoat contrasts with her tired eyes and sour expression. Her hair is tied up in a bun and held by a pencil."

Key Locations

STISS'S CARAVAN

"Bright bunting and old posters of the troupe's previous shows hang from Stiss's caravan. His groomed Mastiff is tied to the door's golden handle."

The Mastiff is named Sleighbell and wears a jester's hat; it will try to stop the party gaining entry.

Stiss often sits at his desk and writes hate mail about Kacarosh under false pen names, before posting it to the troupe.

STRAMO'S CARAVAN

"Stramo's is the shabbiest of the caravans. Its chipped paintwork and split wood stand out amongst the others. Parchment nailed to its door tells visitors to leave him alone if he doesn't answer."

The floor is littered with screwed-up posters, each features Kacarosh's face crossed out with red ink.

A Weasel in the caravan will try to interrupt any investigation taking place. It lives in a mouldy tankard.

GINNISH'S CARAVAN

"A plaque above this caravan reads 'Assistant to Kacarosh'. Planters hang from its gabled roof, forming a well-tended garden of peonies."

A lockbox containing receipts for Kacarosh's lavish expenses and a journal of all the horrible things he has said is hidden in a cupboard.

The key to the lockbox can be found on the ribbon collar of Ginnish's loyal Cat, Radish.

Secrets and Clues

1. Kacarosh's lute can be found beside his body; the neck of the instrument has been broken.
2. Stiss's parents saw Kacarosh as the gifted sibling, and paid for him to have private tuition.
3. After failing a stunt that Kacarosh recommended, Stiss recently sustained a painful leg injury.
4. Stiss feels that Kacarosh purposely gives him the sideline roles to keep him out of the limelight.
5. As the better singer, Stramo was furious when Kacarosh was elected as the troupe's leader.
6. Stramo hates Weasels, but cannot get rid of the one Kacarosh released into his home as a prank.
7. During the leadership elections, Kacarosh spread a rumour that Stramo was stealing troupe funds.
8. Ginnish was hired as a harpist, but Kacarosh only ever gives her dull, administrative tasks.
9. Ginnish applied to join another troupe, but they declined after Kacarosh gave a bad reference.
10. Kacarosh reduced Ginnish's pay if she couldn't complete the impossible list of tasks he gave her.

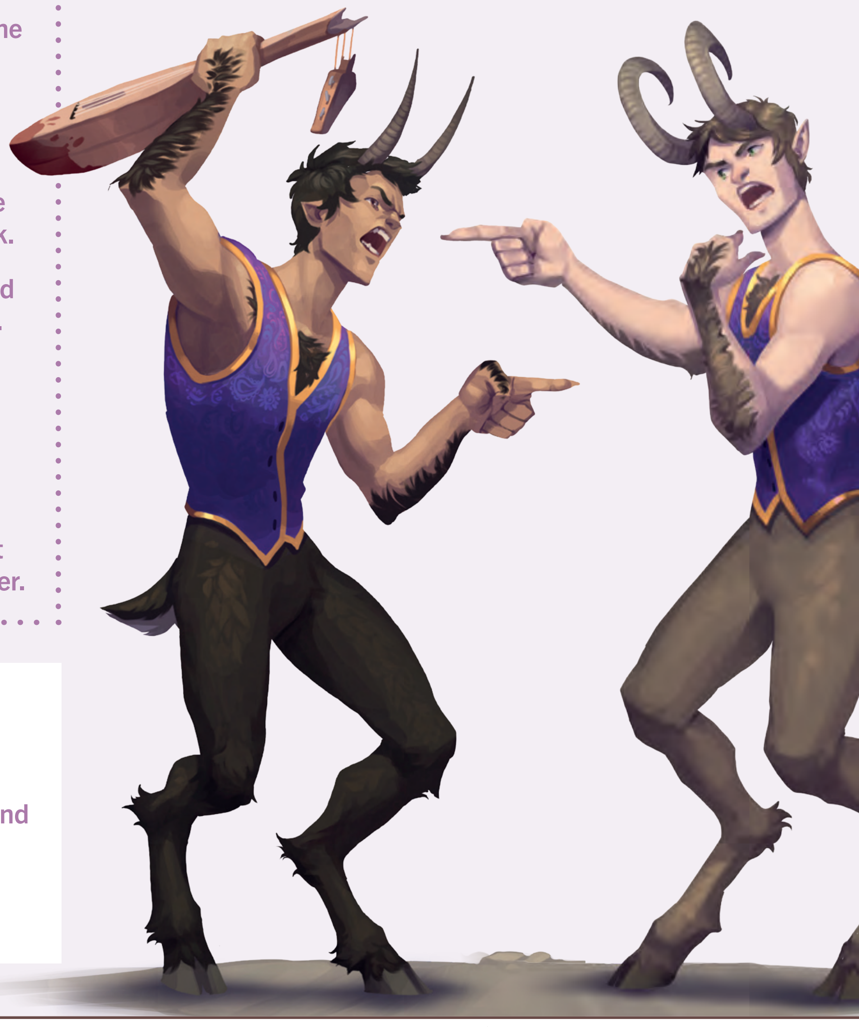
Level ①-② Adventure

HARDER: The suspect could attack the party as a Werewolf – perhaps they plotted to kill Kacarosh after he learnt their secret?

EVEN HARDER: The suspect who killed Kacarosh could use the stats of a Mage instead of a Spy.

★ Quest Rewards ★

The Whimsy Ensemble will reward the party with today's ticket sales, totalling **87gp**. If they are found to be the killer, Stiss drops a **Potion of Healing**, Stramo drops a **Spell Scroll (Charm Person)**, and Ginnish drops her floral **Bag of Holding**.



KACAROSH KILLED → LOOK BACKSTAGE → INTERVIEW SUSPECTS → INVESTIGATE CARAVANS → FIGHT WITH THE KILLER → REVEAL THE TRUTH

LIGHT THE WAY

ADVENTUROUS DELIVERY FOREST ROAD

Highway robbers are targeting travellers passing through a particularly dense, dark area of the forest. The council have commissioned a number of lamp posts to try and make the road safer. The final stage of installation requires placing glowing insects inside the lanterns.

→ Starting the Adventure

"The council have employed you as temporary contractors, after an engineering project ran over schedule and the regular workers were moved on to another job. The workers were able to construct five metal lamp posts, each with a hanging glass lantern. However, they weren't able to install the glowing Giant Fire Beetles that provide the illumination."

Important Characters

FAULIN GAWA
HUMAN, NON-BINARY, 52 (COMMONER)
Efficient Faulin explains the terms of the work in detail, reading from their clipboard at top speed.

TILDE KRILHEIM
HUMAN-ELF, FEMALE, 34 (THUG)
Forceful Tilde often bosses Gregor around. She carries a chunky crossbow and mace with ease.

GREGOR HIZZLEFETT
HALFLING, MALE, 34 (BANDIT)
While Tilde stands and confronts travellers, Gregor sneaks to flank them and cut off their escape.

Suggested Story

Set the scene, have Faulin explain the job and ask the party to sign a contract, then continue:

TERMS OF EMPLOYMENT

- Faulin gives the party a map of the forest. The five lamp posts that need lighting are neatly marked.
- Faulin shows the party to a cart that holds a crate of six Giant Fire Beetles, two spare glass lanterns and a stack of bounty posters to pin up.

INTO THE DARK

- Lamp 1: A Swarm of Wasps are nesting within it; they must be removed before the lantern can be lit.
- Lamp 2: A Giant Bat attacks the Giant Fire Beetle.
- Lamp 3: The lamp post has been vandalised. The party must fix it, including replacing the lantern.
- Lamp 4: This Giant Fire Beetle is especially vicious!

STAND AND DELIVER

- At Lamp 5, the party are ambushed by Tilde and Gregor, accompanied by two Mastiffs. If the party subdue the robbers, they can take them back to the council offices and claim the reward.

Key Locations

FOREST PATH – Most of the underbrush enjoys dappled sunshine, apart from an area of dense pines.

The thickest part of the forest is shaded in darkness, so the party will need the ability to see in the dark or an alternative light source to guide their way.

LAMP POSTS – Each lamp post is made of twisting metal poles and is 10 ft tall. A tear-shaped, glass lantern hangs on a curved hook at the top of each post.

The base of each lantern can be opened to insert the Giant Fire Beetle. It shuts with a latch and padlock.

Secrets and Clues

1. The bounty posters offer a 75gp reward for anyone who delivers the two highway robbers to stand trial.
2. Tilde and Gregor want to destroy the lamp posts, as it is easier for them to attack from the shadows.
3. The council workers who installed the empty lamp posts were delayed by the robbers' sabotage efforts.
4. Each lantern comfortably houses a Giant Fire Beetle, who will be regularly tended to by forest rangers.

Level ①-②

HARDER: A grumpy Brown Bear could be using a lamp post to scratch itself. Gregor could also be a Thug.
EVEN HARDER: Two Phase Spiders could attack during the journey. There could be three Bandit Captains as robbers.

TOO MANY COOKS

THRILLING ESCAPE SECLUDED CAMP

The party are kidnapped by three bickering Gnoll siblings and made to cook for their captors. Should the party decline, they might just become ingredients themselves! Another prisoner has a plan to break free, but can the group escape without rousing the Gnolls' suspicions?

→ Starting the Adventure

"The wicker baskets that you carry are somewhat cumbersome, but nothing is going to get you down on this beautiful, sunny walk through the forest. Couriering these pumpkins to the next village is the easiest coin you've ever made. Until, suddenly, you are jerked into the air, the world flips upside down and the pumpkins go tumbling to the ground."

Important Characters

KEZRIN 'KEZ' MUZZLEMAW
GNOLL, MALE, 29 (GNOLL ↑)
Tired of his younger siblings' bad cooking, Kez came up with the idea of capturing some helpers.

"Amidst the jewellery hanging around the Gnoll's muscular neck, you see a metallic key."

RODREE FENCHURCH
HUMAN, MALE, 45 (ACOLYTE)
Rodree is a hiker who was captured by the Gnolls three days ago; he has limited healing abilities.

"Beneath his chains, the bruises on his wrists are a painful mix of purple and yellow."

Suggested Story

Set the scene, have the party test their strength to see if they can get out of the nets, then continue:

GNOLL PROBLEM

- As the party dangle in the air, trying to get free, Gnolls appear and ruthlessly knock the party out.

COOK OR BE COOKED

- The party wake up in a cage with Rodree, chained-up in pairs. Rodree asks for help with his escape plan. He has seen toxic berries by the river, where he is forced to catch fish for dinner every evening. He plans to get berries and feed them to the Gnolls.
- The Gnolls order the party to make pumpkin soup for lunch. Impressive cooking will make the Gnolls less suspicious of the party at dinner time.

BE BERRY CAREFUL

- Later, the group are ordered to catch and prepare fish; some of them can try to distract the Gnolls and others can gather the berries. When making dinner, the group can try to sneak the berries in.
- With the Gnolls weakened, the party can unchain themselves using Kez's key, grab their confiscated weapons and fight their way to freedom.

Key Locations

GNOLL CAMP – A small, central fire with a cauldron is neighboured by three leafy, muddy patches where the Gnolls sit, eat and sleep when at the campsite.

The party are placed in a sturdy, bamboo cage, next to a makeshift, wooden table used for preparing meals.

RIVER – A scenic river on the forest's edge. The party can use nets to fish for salmon, and collect berries.

Eating one berry reduces a Gnoll's AC by 3; eating two berries reduces damage a Gnoll deals by half; three gives a Gnoll the poisoned condition. All effects stack.

Secrets and Clues

1. Kez's two younger siblings are twins named Bodrik and Gutrig. Kez enjoys bossing both of them around.
2. To make soup, the party need to chop the pumpkins into even cubes, boil them with water, and season.
3. To cook the fish, the party must remove the scales, gut them and fillet them, then grill them on the fire.
4. Black elkbane berries grow on shrubs with sharp spikes. Each plant only bears two to three berries.

Level ①-②

HARDER: The Gnolls could use Bugbear stats, and the salmon could be a dangerous Swarm of Quippers.
EVEN HARDER: The Gnolls could be scavenging Wererats who want to eat Giant Elk instead of salmon.

UNHAPPY BIRTHDAY

LIGHT-HEARTED · ACQUISITION · FOREST ROAD

Traz wrote his birthday gift list extra early this year, to make sure his parents would get him what he wanted. But, when he doesn't receive anything from his list, he throws an Ogre-sized tantrum. The party are employed by Traz's fearful father to find the gifts and save the day!

→ Starting the Adventure

"As you travel the dusty road through the forest, the sound of distant thunder on a clear day sets you on edge. Turning a corner, you notice the true source of the rumbling sounds – the crashing footsteps of an enormous Ogre who is trying to appease their stroppy child. Noticing you, the larger of the two Ogres waves and trudges over to you."

The Ogre father, Orguk, recently smashed a merchant's cart to find a present for his son's upcoming birthday. He found a box of party hats and a wand that shoots fireworks, which he thought were perfect presents. But, Traz has been asking for the items on his birthday list for months, so is extremely unhappy with his 'stupid' wand. Orguk's partner, Jublub, has gone to collect Traz's friends for a celebration, and will be back in four hours. While he tries to comfort his son, Orguk asks the party to find the gifts before the celebration begins.

Important Characters

ORGUK BRUK

OGRE, MALE, 54 (OGRE)

Agitated Orguk thinks he has failed Traz, so is eager to get help. He seems to only talk in a raised voice.

"A muscular ogre with a furrowed brow stands before you, wearing bearskin wraps around his waist. He holds multiple unwanted gifts."

TRAZ BRUK

OGRE, MALE, 10 (OGRE)

Traz ignores anyone who tries to talk to him. He is upset because he feels like his birthday is ruined.

"Despite the party hat on his head, frowning Traz is clearly throwing a strop."

HAM-HAM SHIVTOOTH

GNOLL, MALE, 24 (GNOLL)

Ham-ham is dishonest and often cheats customers; he despises the Ogres for destroying his cart.

"This scruffy merchant is wearing a knitted cardigan with pockets full of trinkets. A wide-brimmed, floppy hat sits on his furry head."

Suggested Story

Set the scene, have Orguk offer a reward for solving the predicament within four hours, then continue:

LISTING PRIORITIES

- Traz's list has six items: a red-legged Frog and honey mushrooms from a glade; his lost toy boat and a jar of butterbeetles from a bog; and a jasper necklace and a floppy hat belonging to Ham-Ham.
- The party can travel to find the gifts in any order.

GIFTS FROM THE GLADE

- Red-legged Frogs are very stealthy and agile, so are difficult to find and even harder to catch.
- Delicious honey mushrooms often grow next to, or underneath, poisonous fungi that release spores.

BOONS FROM THE BOG

- Traz's lost toy boat sticks out of a patch of mud that six irritable Crocodiles are using as a nest.
- Butterbeetles produce yellow light, and live in hives at the top of trees. They attack as a swarm.

TRIBUTES FROM THE TRADER

- Ham-Ham will sell the party a jasper necklace for 200gp (but, in truth, it is only worth 45gp).
- There is no way that Ham-Ham will donate his hat, the party must think of a creative way to take it.

BIRTHDAY OR BUST

- If the party return on time with four or more gifts, Traz is thankful and the celebration is a success!
- If the party return late or with fewer than four gifts, Traz is upset and the celebration is ruined.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Crocodile	12	19	+0	Bite can grapple
Frog	11	1	+1	Good at hiding
Gnoll	15	22	+1	Vicious bite
Ogre	11	59	-1	Smashes with a club
Sw. of Beetles	12	22	+1	Resistant to damage

Key Locations

OVERGROWN GLADE

"Deep in the forest lies a wild glade of long grasses, tall trees, berry bushes and a stream. The sounds of trickling water and rustling leaves add a calming feel to the space."

The glade is 30 minutes from Orguk, 30 minutes from the bog, and an hour from Ham-Ham's hut.

Failed attempts to catch a Frog or becoming poisoned by the spores will waste the party's time.

BUBBLING BOG

"Mud cakes your footwear as you squelch your way through the bog. Sticking to the sodden path where you can, you eventually get to the dirty lake that Orguk mentioned."

The bog is an hour from Orguk, 30 minutes from the glade, and 30 minutes from Ham-Ham's hut.

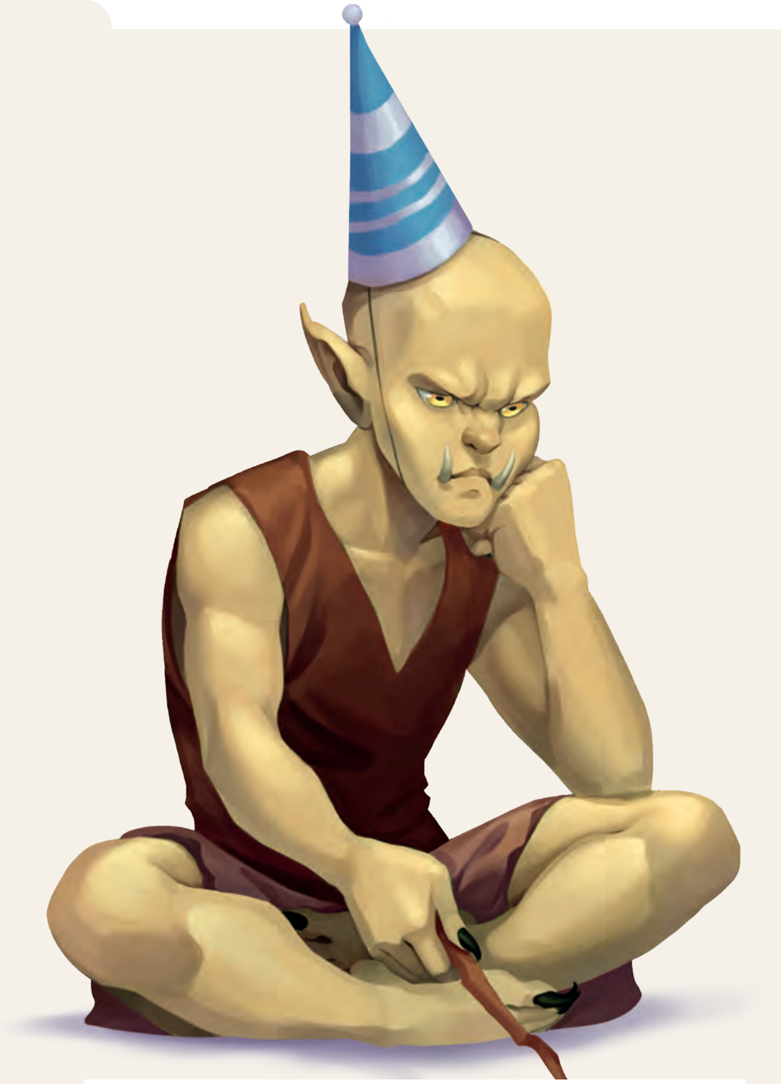
Fights with both the Crocodiles and beetles will delay the party. The toy boat may sink into the mud during the battle and become hidden.

HAM-HAM'S HUT

"A destroyed mercantile cart sits outside a shabby, wooden home. The abode leans to one side, showing both its age and its poor condition."

Ham-Ham's hut is 90 minutes from Orguk, an hour from the glade, and 30 minutes from the bog.

Conversations with Ham-Ham won't take up too much time, but an elaborate plan to steal both his necklace and hat might.



Secrets and Clues

1. Jublub asked Orguk to arrange Traz's gifts, and will not be happy if Traz is disappointed.
2. Everything on Traz's birthday gift list reminds him of a fun day he once spent playing in the forest.
3. Red-legged Frogs hide in knotholes earlier in the day, and are more active in the later afternoon.
4. Honey mushrooms are popular with druids; they are often referred to as 'mud candy' by foragers.
5. Traz received the toy boat as a gift last year, and threw a big strop after losing it in the bog.
6. The Crocodiles sleep all morning, and become a lot more energetic and aggressive later in the day.
7. Butterbeetle hives are made from harvested milk, and release a foul smell if disturbed or damaged.
8. Ham-Ham purchased his floppy hat in a faraway land. He thinks it makes him look handsome.
9. Ham-Ham stole his cart from a fellow merchant; the original owner's branding is still faintly visible.
10. Ham-Ham has been organising a group of Gnolls, and plans to attack Orguk for smashing his cart.

★ Quest Rewards ★

Orguk offers the party some shiny coins he took when he smashed Ham-Ham's cart (50gp per gift they find). Traz will personally thank the party if all of his gifts are received, and give them each a blue party hat and his 'stupid' Wand of Magic Missiles.

Level ③-④ Adventure

EASIER: You could remove the time constraints, and only have two Crocodiles protecting the boat.

HARDER: Gnoll friends of Ham-Ham could attack the party if his hat or necklace is stolen. You could replace the Crocodiles with two Giant Crocodiles.

PLAN WITH ORGUK → VISIT THE GLADE → VISIT THE BOG → VISIT THE HUT → RETURN TO TRAZ → CELEBRATION BEGINS

SURPRISE GUESTS

THRILLING DEFENCE ANCIENT TEMPLE

Fey and mortals have gathered together to celebrate a coming-of-age ceremony for a child, who will one day control an area of forest that bridges the two worlds. However, a distant relative wants to usurp that power for herself, and will disrupt the midnight ceremony to do so.

→ Starting the Adventure

"Tonight, we gather under the light of the moon to celebrate the dedication of one young soul to the responsibilities she will one day inherit. As is custom, we are joined by strangers from the mortal realm, to stand as witnesses for their world and as a symbol of the continued goodwill between us. We thank them for accepting our invitation tonight..."

Important Characters

MARQUISE TIRRNA MIADONIS
DROW, FEMALE, 364 (DROW)
A fey noble who hopes her child will continue her policy of peace with the adjoining mortal lands.

RAYNE MIADONIS
DROW, FEMALE, 16 (DROW)
Sixteen-year-old Rayne is old enough to make the vows needed to be recognised as her mother's heir.

NIMH MIADONIS
DROW, FEMALE, 412 (NIGHT HAG)
Nimh is Tirrna's second cousin and was in line for her title until Rayne became part of the family.

Suggested Story

Set the scene, have Tirrna give a speech to begin the coming-of-age ceremony, then continue:

VOWS INTERRUPTED

- The party are asked to each present an item as a sentimental offering, and receive a flower in return.
- As Rayne begins her vows, candles flicker out and multiple Guards fall down into a magical slumber.
- Tirrna instructs the guests to retreat into a lower sanctum. She asks the party to stand guard while her Centaur bodyguard, Germail, aids the guests.

CEREMONY UNDER SIEGE

- Waves of foes drop from the rafters and begin combat. Wave 1: two Swarms of Bats; Wave 2: two Darkmantles; and Wave 3: two Gargoyles.

RAISING AN OBJECTION

- Nimh emerges at the altar from the Ethereal Plane, and demands the right to the title. As the party try to fend Nimh off, Tirrna, Rayne and Germail run over to help subdue her.
- Once Nimh is stopped, Tirrna thanks the party, and the ceremony resumes outside in the forest.

Key Locations

MIADONIS GROVE — The ancestral lands of the Miadonis family are an area of fey forest where the border with the mortal realm is particularly thin.

Nimh wants to return to the old ways of their family, tricking and exploiting mortals who enter fey territory.

ANCIENT TEMPLE — The ceremony venue is a small building. The dedication book sits on a central altar, in front of a flight of stairs leading to a lower sanctum.

Moonlight trickles through stained-glass windows, but the high ceiling rafters are shrouded in darkness.

Secrets and Clues

1. The party were pulled through a portal in an oak tree to attend the ceremony on behalf of all mortals.
2. During the ceremony, Rayne will sign her name into a magical book, which seals her inheritance.
3. Once Rayne's name is inscribed in the book, Nimh will face exile if she acts against her young cousin.
4. In a Drow lifespan, 16 is extremely young, so Rayne is unlikely to inherit the title for many years.

Level ③-④

EASIER: You could remove the Gargoyles from the attack in the temple. Nimh could use Cult Fanatic stats.
HARDER: Try adding a Gargoyle into both Waves 1 and 2, then two Will-o'-Wisps into Wave 3. Nimh could be a Drider.

GOING APE

ADVENTUROUS DEFENCE OVERGROWN RUINS

Suggested Story

Thugs hired by a questionable urban circus have been tasked with capturing a legendary Giant Ape and bringing it back to the ringleader. The party, however, are hired by the circus's concerned animal handler to stop the Thugs and defend the primate protector.

Important Character

SILVA
GORILLA, MALE, 31 (GIANT APE)
Scars mark this enormous primate's hair-covered skin, collected from years of fiercely defending its territory.

Key Location

THRONE OF THE APE KING
Deep in the forest, ancient ruins inhabited by a troop of Apes surround a stone throne. Silva the Giant Ape sits as a sovereign upon his imposing seat, with the skeletons of Giant Lizards at his feet.

Expanding the Adventure

- What act has the ringleader prepared for Silva, and how will they respond to the animal handler's betrayal?
- Do the Thugs have special tactics to capture Silva?
- How did the ringleader learn about the Giant Ape?

SHRUB SCRUB

LIGHT-HEARTED CONFRONTATION FEY GARDEN

Suggested Story

Pottifer has hired the party to tend to her fey-touched garden. The Flying Snakes need feeding, the pond full of Giant Toads needs cleaning, and the Awakened Shrubs need watering. When the tasks are done, she has offered to make the party a nice cup of nettle tea.

Important Character

POTTIFER HUMBLEDUKE
SATYR, FEMALE, 83 (SATYR)
This elderly Satyr walks with one wrinkled hand on her aching back and one on her gnarled, wooden cane.

Key Location

FEY-TOUCHED GARDEN
This garden could be highly dangerous to someone who isn't familiar with it. The sharp grasses seem to lash out at passers-by, the pollen falling from the trees is hallucinogenic, and Giant Rats patrol the pathways.

Expanding the Adventure

- Why is Pottifer's garden influenced by fey magic?
- Did Pottifer have another gardener prior to the party?
- Why does Pottifer choose to live out in the forest, rather than in the safety of a village or town?

BOAR UPROAR

ADVENTUROUS ACQUISITION FOREST RIVER

Suggested Story

The forest is in uproar; animals are stampeding and fleeing their homes after several explosions. A Druid by the name of Shyn saw a Boar with a strange ring trapped on one of its tusks, and has commissioned the party to find and recover the explosive magic item.

Important Character

SHYN VLADIVIZ
HOBGOBLIN, MALE, 46 (DRUID)
Patchy, badger-fur armour covers Shyn's thin frame and a hat made from a giant toadstool sits on his head.

Key Location

WATERING HOLE
A boggy river basin in the centre of the forest is a popular drinking spot for many of the animal inhabitants. The troublesome Boar can be found lapping at the water in a moment of calm.

Expanding the Adventure

- What magical power is the ring releasing, and how has it affected the other forest animals?
- When did Shyn see the Boar, and from where?
- Who did the magic ring once belong to?

Prey will often run away as soon as they see the party, whereas predators will likely stalk them stealthily from the dense undergrowth.

FOES IN THE FOLIAGE

ADVENTUROUS DEFENCE RAINFOREST CLEARING

Deep in the rainforest, a local Druid has identified a tree that will soon awaken into a powerful, sentient Treant. Knowing a group of territorial Dryads will do whatever it takes to stop the transformation, the Druid has hired the party to protect the sacred sapling from harm.

→ Starting the Adventure

"Every inch of the forest is teeming with life. You can hear it in the buzz and whine of tiny insects that whizz past your ears, and in the distant roar of larger predators that lurk in the undergrowth. You can even smell it in the humid air. The Druid who hired you asked you to meet him near a patch of fenced-off bromeliad flowers; you spotted the landmark about an hour ago, but are yet to see any sign of him"

The wildlife of the rainforest traditionally live under the benevolent stewardship of a powerful Treant. However, in the decades since the last Treant guardian passed away, a group of territorial Dryads have risen to become the dominant force in the forest. With a new Treant on the verge of awakening, the Dryads have hatched a plot to poison it before it has a chance to emerge. The party have been summoned by a Druid, who is set on protecting this tree, after failing to save a potential Treant in the past.

Important Characters

LYCASTER CEDRELA

HUMAN-ELF, MALE, 95 (DRUID)

Lycaster is dedicated to preserving natural cycles within the forest, including the transfer of power.

"It is hard to tell where Lycaster ends and the forest begins. Colourful lichen grows over his clothing, helping him blend into the trees."

HELABOR CATTLEYA

DRYAD, FEMALE, 304 (DRYAD)

A highly trained Dryad warrior and spy, dead set on destroying Lycaster's store of healing tinctures.

"Pink and white orchids weave amongst the vibrant vines tumbling down her bark-like skin. She steps with a soft, but deadly, grace."

PONA

TREANT, FEMALE, 150 (TREANT)

Prior to her awakening, this Treant existed for 150 years as an unassuming mahogany tree.

"The tree's bark warps and settles into a kind face with soft eyes and an expressive smile."

Suggested Story

Set the scene, have Lycaster walk out from the forest and give the party their task, then continue:

HOME INVASION

- Lycaster takes the party to his shelter to collect supplies, but they find it has been ransacked.
- Maps leading to the Treant have been stolen, and healing tinctures needed to protect it are smashed. The party must recover herbs and vials from within.

HEALING WATERS

- Lycaster needs to fetch a key ingredient to help make more tincture – water from a magical flower. The party must climb a tree to find it, avoiding a deadly Giant Constrictor Snake in the branches.
- With the water, Lycaster can make enough tincture for each player and himself to carry one dose.
- Lycaster leads the group to the emerging Treant.

HOLD THE LINE

- As night falls, the Dryads attack in five waves: Two Dryads step out of trees; a Dryad appears with a Panther under its control; two Dryads drop down from the treetops; three Dryads appear and try to charm a party member; Helabor appears, flanked by two Dryads and two more Panthers.
- Each Dryad tries to poison the tree. The tree can only take three doses of poison until it dies, but a dose of tincture nullifies a dose of poison. The tree will turn into a Treant after five rounds.
- If awakened, Pona the Treant thanks the group and helps to attack any remaining Dryads.
- When the danger passes, Lycaster pays the party.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Druid	11	27	+1	Magical bark armour
Dryad	11	22	+1	Tree strider
G. Const. Snake	12	60	+2	Constricts foes
Panther	12	13	+2	Pounce attack
Treant	16	138	-1	Multiple slam attacks

Key Locations

LYCASTER'S SHELTER

"The small shelter was hidden, but clearly not well enough. Smashed clay containers lie on the floor, with liquid seeping out of them. There is a strong smell of rotting plants."

Lycaster's humble forest home is entirely made of natural materials.

Helabor ransacked the shelter, she also released toxins into the air. When inhaled, the toxins act as if a Poison Spray spell has been cast.

TREETOPS

"The tree boughs look strong, but they're slick with moss and moisture. Any climbers would need to be very careful to not plummet back to the forest floor."

The magical plant is bright-orange and easy to spot. Water collects in the petals, along with tiny frogs and tadpoles who swim in the small pools of shimmering liquid.

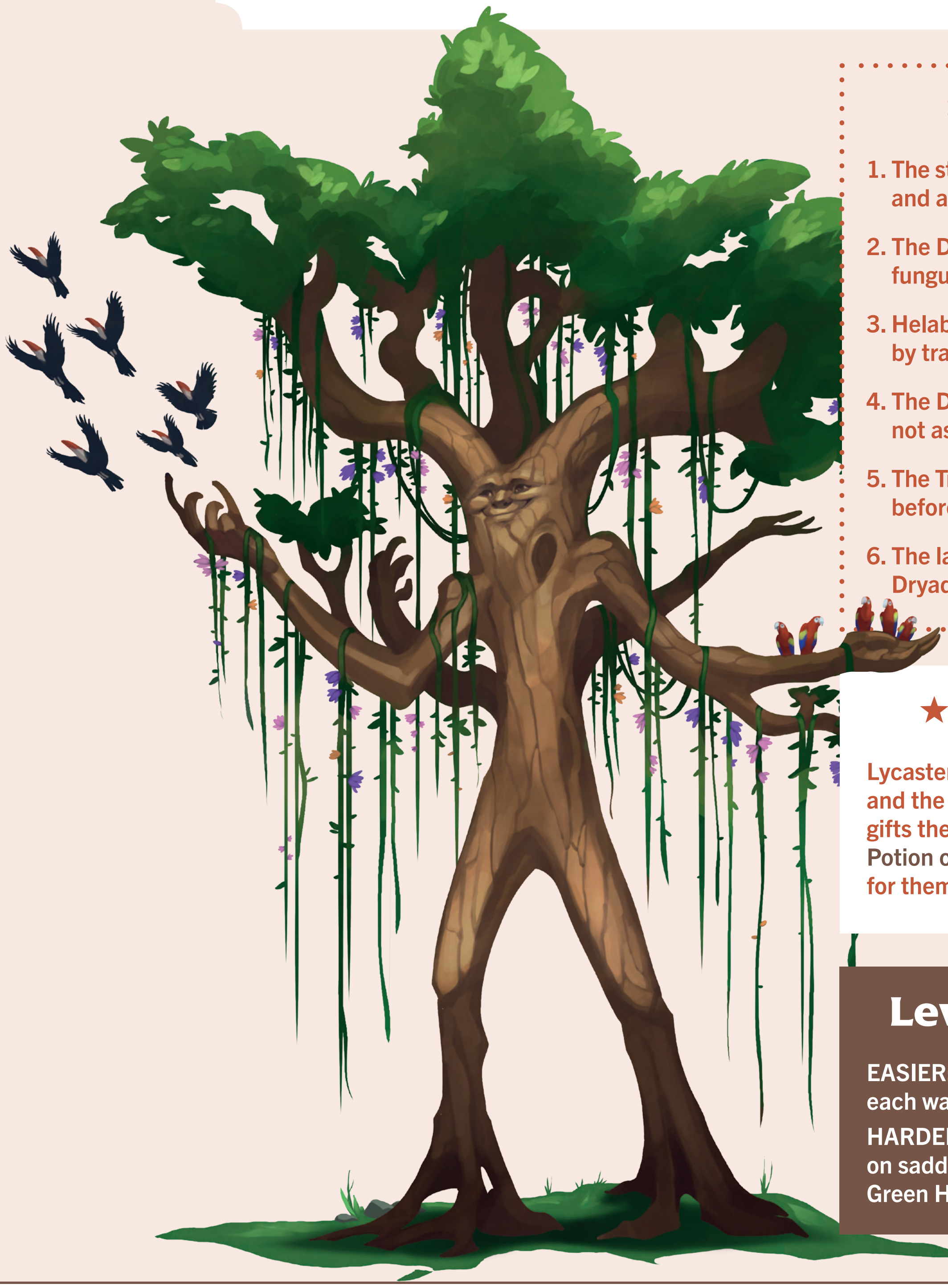
The plant only grows in the highest branches, 20 ft above the ground.

EMERGING TREANT

"The strong, proud tree is draped with vines, and many colourful birds are perched on its sturdy branches. Even amidst all the other life in this rainforest, this tree seems to exert a special draw."

The tree is teaming with arcane energy, just waiting to awaken.

As she emerges, Pona's branches extend into long fingertips and her trunk splits into two huge legs.



Secrets and Clues

1. The stolen maps had footnotes on Treant biology, and an estimation of when it would emerge.
2. The Dryads' herbicide uses a base of rootrot fungus, which is extremely toxic to plant life.
3. Helabor found the location of Lycaster's shelter by tracking the animals that visit him for food.
4. The Dryads see Lycaster as meddlesome, but not as significant a threat as an awakened Treant.
5. The Treant is vulnerable to poison in the moments before it emerges, as its magic briefly weakens.
6. The last time a Treant was about to awaken, the Dryads poisoned it, causing it to wither and die.

★ Quest Rewards ★

Lycaster offers the party **150gp** to defend him and the awakening tree. If Pona awakens, Lycaster gifts the party an additional **100gp**, and a bubbling **Potion of Animal Friendship** that he is able to brew for them back at his shelter.

Level ③-④ Adventure

EASIER: You could only have one Dryad present in each wave, and remove the Panthers from the fight.

HARDER: Some of the Dryads could ride into battle on saddled Tigers, and Helabor could instead be a Green Hag who wants to rule the rainforest.

FIND LYCASTER → RANSACKED HUT → SEARCH FOR WATER → GET TO THE TREANT SITE → DRYAD ATTACK → PONA AWAKES

WALK THE WALK

SPOOKY DEFENCE SHADOWY RAVINE

Suggested Story

The party accidentally trespass on a Centaur chief's coronation, annulling the proceedings by tradition. Now, to validate her claim to the title, the chief must walk the length of a wild ravine influenced by shadowy magic. She hires the party as her bodyguards.

Important Character

CLARYS EQUITATUS
CENTAUR, FEMALE, 28 (CENTAUR)
Luxurious pigments and oils decorate Clarys's muscular arms, preparing her for the ascension to chiefdom.

Key Location

GLOOMDUSK VALLEY
The dark stream that runs down the ravine seems to consist of thick, black grease. The overgrown area rejects colour, making the world appear in shades of grey. As the party enter, they hear a mournful wail.

Expanding the Adventure

- Who was the previous leader of the Centaur clan?
- What awaits Clarys and the party within the ravine?
- Where is the valley located, and how does it affect the animals and plants that live nearby?

TREE OF TREASURE

MYSTERIOUS ACQUISITION GREAT OAK TREE

Suggested Story

After discovering a strange, circular door in the forest, the party arouse the suspicions of the Guardian Naga that protects it. She informs the party that only heroes who find the six keys hidden in the area may open the vault, but that hasn't been achieved in millennia.

Important Character

SELESSODI
NAGA, FEMALE, 1000+ (GUARDIAN NAGA)
The vault's slithering protector enjoys giving difficult riddles to those who attempt to find the hidden keys.

Key Location

ANCIENT VAULT DOOR
The large, circular door is made from a lightly coloured wood, and sits embedded into a great oak tree. The holes in the door for each of the six missing keys are connected by a line that creates a hexagonal shape.

Expanding the Adventure

- How long has Selessodi guarded the forest vault, and who was she originally commissioned by?
- Where is each key hidden, and what guards them?
- What lies beyond the ancient vault door?

THE TINY WAR

ADVENTUROUS DEFENCE FOREST ROAD

Suggested Story

The party are stopped in their tracks by the general of a Sprite army, who accuses them of crossing a dangerous battlefield. The general hires the party as a secret weapon, and ask them to set up miniature traps and defend against their tiny, invading rivals.

Important Character

GENERAL TIGRA LETWANG
SPRITE, MALE, 39 (SPRITE)
With a muddied face and a helmet made from an acorn husk, Tigra camouflages into his surroundings.

Key Location

BATTLEFIELD
The width of a dirt road through a shaded part of the forest is where the opposing Sprite forces will face each other. Small trenches have been hollowed out to give the Sprites some cover when the fighting starts.

Expanding the Adventure

- Why are the two Sprite nations at war?
- Will the party try to end the conflict diplomatically, or help the general fend off the invading forces?
- Will the rival general also try to hire the party?

Your description of the forest can help set the tone of your adventure. Are the trees spooky and skeletal, or blooming with blossom?

THE SHRIEKER GARDEN

ADVENTUROUS DELIVERY FOREST ROAD

Lead your party down the garden path with this perilous plant delivery. The journey comes with some twists, turns and thorny puzzles that will require the group to pay close attention to the curious, magical environment that they venture into.

→ Starting the Adventure

"You've spent the morning at a lively farmer's market sampling delicious, fresh produce and admiring local crafts. One stallholder asked if you'd be willing to make a delivery for her, transporting rare, and potentially dangerous, plants to a regular customer who lives deep in a nearby forest. With a fee agreed, it's now time to pick up the goods."

Important Characters

HORTENSE LINBRIGGS
HUMAN-ORC, FEMALE, 62 (COMMONER)
Hortense is the manager of a plant wholesale business specialising in unusual, magical plants.

"Hortense rubs her muddy hands on a primrose apron advertising 'Linbriggs Valley Farm'."

GODRI CHEVRE
ELF, MALE, 347 (DRUID)
This shy hedge wizard is trusted by the townsfolk, but prefers to live away from the hustle and bustle.

"Godri wears linen work clothes; the natural dyes have a strong, pleasantly herbal scent."

Suggested Story

Set the scene, introduce Hortense, then continue:

FINDING FLORA

- Hortense reads out Godri's order. The party must load crates containing six Shriekers, twelve Violet Funguses and six Twig Blights onto a cart pulled by a Giant Goat. They can then start their journey.
- The party were told to follow a signpost on the tallest tree in the forest. The sign's riddle leads to more riddles, then to the outskirts of Godri's home.

FIGHTING FAUNA

- While traversing the forest, a Weasel gets into the crates and causes the Shriekers to start shrieking.
- The noise attracts five Dire Wolves, panicking the Giant Goat and causing the cart to spill its contents. The party must defend the cargo, catch the Twig Blights, and avoid the Violet Funguses.

FINAL FULFILMENT

- A Shambling Mound and two Awakened Shrubs defend Godri's garden. After a round of combat, Godri appears and the plants relax.
- Godri pays the party and shows them his garden.

Key Locations

MAGICAL FOREST – The roots on the ground hinder progress, and act as if an Entangle spell has been cast. The riddle signs are hung on giant redwood trees.

Two bridges cross the river. The first one the party use is an illusion maintained by the Satyrs who live nearby.

GODRI'S HOME – Godri lives and works in a number of treehouses. The forest roots are even more perilous here, and act as if a Spike Growth spell has been cast.

The garden is bordered by a woven wicker fence, which is patrolled by the animated plants.

Secrets and Clues

1. Riddle 1: What has a mouth, but never eats, and a bed, but never sleeps? (The party must cross a River.)
2. Riddle 2: Which flowers are likely to prompt a kiss? (The party must walk towards a patch of Tulips.)
3. Riddle 3: I run around the field, not going inside or out, or even moving. (The party must jump a Fence.)
4. Godri's garden contains a mix of medicinal, edible and poisonous plants; all are very well labelled.

Level ⑤-⑥

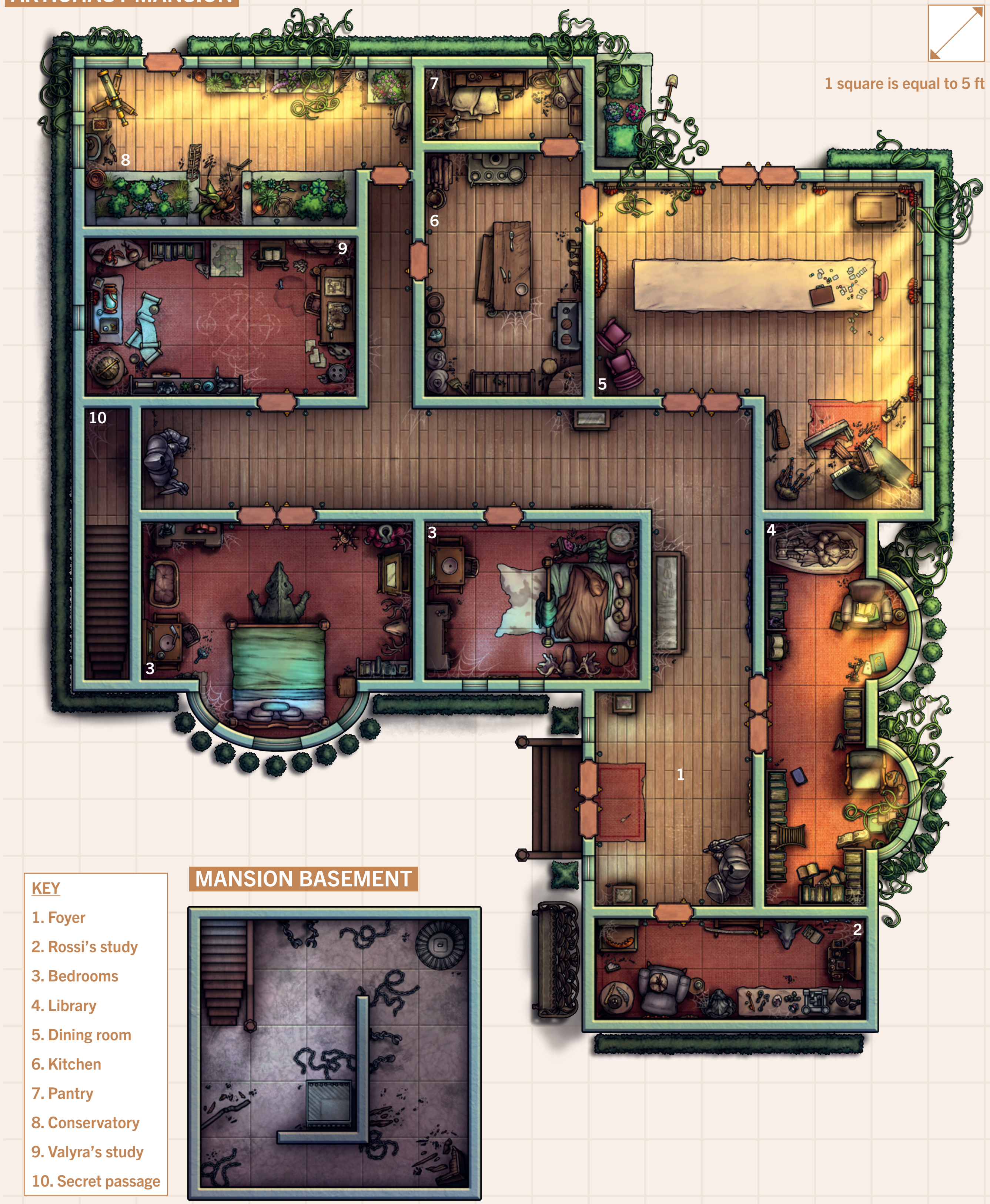
EASIER: You could halve the plants in the cart and reduce the Dire Wolves to three.
HARDER: Try increasing the number of Dire Wolves to eight and replacing the Awakened Shrubs with Awakened Trees.

WELCOME HOME

SPOOKY ✶ CONFRONTATION OVERGROWN MANSION

A leek farmer recently inherited a mansion from a long-lost relative. After years of neglect, however, the forest has started to reclaim the house. In addition to rats and creepy crawlies, the mansion hides many secrets about its previous inhabitants...

ARTICHAUT MANSION



KEY

1. Foyer
2. Rossi's study
3. Bedrooms
4. Library
5. Dining room
6. Kitchen
7. Pantry
8. Conservatory
9. Valyra's study
10. Secret passage

MANSION BASEMENT

As the party explore, build up a sense of loss and nostalgia by describing the possessions of the mansion's former inhabitants.

→ Starting the Adventure

"You were recently approached by a leek farmer called Kristofer. After inheriting a mansion from a relative he had never met, he offered you a high fee to help him clear it out. Apparently, the house was overgrown, and the Land Registry advised that professional help would be needed to remove the pests. You agreed, and have made your way there."

Important Characters

KRISTOFER LILLANDI

HUMAN, MALE, 45 (COMMONER)

Recently inherited his great-great-aunt's mansion in the woods, and her fortune, as her only known heir.

"Kristofer is a portly farmer wearing scruffy, mud-stained overalls and a straw hat. He often coughs loudly into a purple handkerchief."

VALYRA ARTICHAUT

HUMAN, FEMALE, 141 (FLESH GOLEM)

After years of research, Valyra found a way for her and her beloved husband to be together forever.

"Valyra's vacant eyes and blank expression offer no emotion. Gems and wires are buried in her skull, and she walks with unsteady steps."

ROSSI ARTICHAUT

HUMAN, MALE, 148 (FLESH GOLEM)

Rossi sadly died young, shortly after marrying Valyra. The newlyweds had just moved in the mansion.

"Rossi is dressed in a tuxedo soiled with blood. Wounds from failed trials scar his sallow skin."

Suggested Story

Set the scene, have the party meet Kristofer near the mansion and approach it together, then continue:

TIDYING UP

- The doors and windows of the mansion are locked, so the party must find a way to enter the house.
- In the mansion, the party can begin clearing the home. For the first five rooms accessed, populate them with the following: 1. 1d6 Swarms of Rats; 2. 1d8 Giant Centipedes; 3. thick spider webs; 4. one Shambling Mound; 5. ten harmless mice.
- The party hear banging from underneath them. It is coming from the secret basement, the door to which is behind a globe table in Valyra's study.

STUDYING THE CLUES

- Valyra's study is protected by a Glyph of Warding.
- Papers found in Valyra's study reveal that she was looking for ways to bring her husband back to life. She had many failed attempts and one success.

HOME TRUTHS

- In the basement, the party find both Valyra and Rossi as stumbling Flesh Golems. The pair cannot speak, but make long, drawn-out moans as they see the group. They attack the party on sight.

NEW BEGINNINGS

- With Valyra and Rossi defeated, a wistful Kristofer asks the party to help him bring the pair outside, dig two graves and say a few words at the burial.
- Kristofer rewards the party with 400gp from his fortune and a Ring of X-Ray Vision found in the study. He starts to sweep up and repair his home.

Key Locations

ARTICHAUT MANSION — This old mansion was purchased by Valyra and Rossi when they married. After Rossi died, Valyra lived alone here for years.

Some portraits hanging in the halls show the young couple together; more recent ones are just of Valyra.

MANSION BASEMENT — Chains and crates from past experiments litter the area, as well as toxic fumes from spilled chemicals (as per the Stinking Cloud spell).

Valyra and Rossi's fleshy forms were locked in the basement after the secret door closed behind them.

Secrets and Clues

1. Valyra didn't have children; as the great-grandchild of her sister, Kristofer is her oldest surviving heir.
2. Kristofer hadn't even heard of the Artichauts, as the two branches of the family became estranged.
3. Artichaut Mansion wasn't reported vacant for some time, due to its secluded position in the forest.
4. Once Valyra revived Rossi as a reanimated corpse, she performed the same magic on herself.

Level ⑤-⑥

EASIER: Valyra and Rossi could be Mummies, and the Shambling Mounds could be replaced with Twig Blights.
HARDER: Valyra could have become a Vampire, and used her new powers to resurrect Rossi as a Vampire Spawn.

A DOG'S DINNER

THRILLING · ACQUISITION · QUAINT COTTAGE

Young Lindamill has lost her pet dog! This is no ordinary pooch predicament, however, as the hapless hound has a habit of teleporting when it gets scared. Could the dog's eagerness to escape suggest there is more to this young owner than first meets the eye?

→ Starting the Adventure

"The once easy-to-follow path through the forest begins to meander and fork the further in you travel. You track the road as best you can but, after an hour or so, you begin to feel as though you are treading familiar ground. Suddenly, your concentration is shattered by an ear-piercing shriek nearby, followed by shouts and yells. Leaving the path behind, you sprint in the direction of the scream, and find two sobbing figures outside a small cottage."

The party find a worried grandmother calling for a dog. She explains that her granddaughter's beloved pet has accidentally run away. The animal was a gift from the girl's late father, and it means a great deal to them both. In truth, the two women are Green Hags who were hoping to enjoy the Blink Dog in a stew later this evening. If the party aren't too careful, they might also be invited into the hags' hut for a bite...

Important Characters

GERTRUDA SLUDGEWIT

GREEN HAG, FEMALE, 825 (GREEN HAG)

Gertruda is wearing the illusory disguise of a worried grandmother. She is manipulative and self-centred.

"A forlorn grimace burdens this grandmother's face. She has wrapped a shabby blanket around her shoulders to shield her from the elements."

LINDAMILL WRIGGLETOE

GREEN HAG, FEMALE, 748 (GREEN HAG)

Lindamill is wearing the illusory disguise of a sobbing 10-year-old girl. Her favourite meal is Blink Dog legs.

"Tears pour down Lindamill's face and land on her grey jumper. She is crying inconsolably and cradling her dog's chewed blanket."

POOCHYKINS

BLINK DOG, MALE, 6 (BLINK DOG)

This dog was held by the hags for two hours until, to their horror, it teleported away and escaped them.

"A melancholy dog with amber markings. Its slobbery tongue frequently licks its wet nose."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Blink Dog	13	22	+3	Teleports up to 40 ft
Dire Wolf	14	37	+2	Knocks targets prone
Giant Wasp	12	13	+2	Poisonous sting
Green Hag	17	82	+1	Can turn invisible
Sw. of Wasps	12	22	+1	Weak when damaged

Suggested Story

Set the scene, have the party meet Gertruda and Lindamill near their hut, then continue:

BARKING UP THE WRONG TREE

- A wistful Gertruda explains that her granddaughter has lost her dog. Lindamill offers the party her late father's gold in return for her precious Poochykins.
- Dog tracks lead to an old cherry tree; Poochykins is at the top. The party must find a way to get the dog down, while avoiding the Swarm of Wasps and Giant Wasp queen who are nesting in a knothole.
- Just as he is rescued, Poochykins teleports to the bottom of the tree and runs into the forest.

A DIRE SITUATION

- Poochykins is found near a den of two snarling, territorial Dire Wolves who see him as a threat.
- The Dire Wolves attack Poochykins when the party arrive. He teleports away when the fighting starts, but returns to the scene shortly after. Now that he trusts the party, he will follow them back.

DOG EAT DOG

- Back at the hags' hut, the door is open and a sad scene is visible. The hags have created an illusion of their disguised selves wounded and crying for help. The hags will trap and ambush the party from behind the door when they enter the hut, hoping to cook them with the Blink Dog.
- As well as using their claws in the fight, the hags will try to shove players into their hot cauldron.
- Once the hags are defeated, restrained or scared off, the party will have access to their loot.

Key Locations

THE HAGS' HUT

"This quaint cottage is made from chunky, stone bricks. Ivy crawls up the slender chimney flue, which lets out a gentle stream of white smoke."

When the party first meet the hags, the hut will look cosy and inviting because of illusory magic.

The interior of the hut features a bloody dining table, a fireplace with a bubbling cauldron, hanging bones, wicker baskets and a chest.

LARGE CHERRY TREE

"Clearly centuries old, this sturdy tree towers boastfully above its kin. The tree's wide branches and gaping knotholes house chirping birds and fluffy squirrels, who send fluttering, pink blossom drifting to the floor below."

The tree sits at around 40 ft tall, and provides fruit to the animals and insects that inhabit its branches.

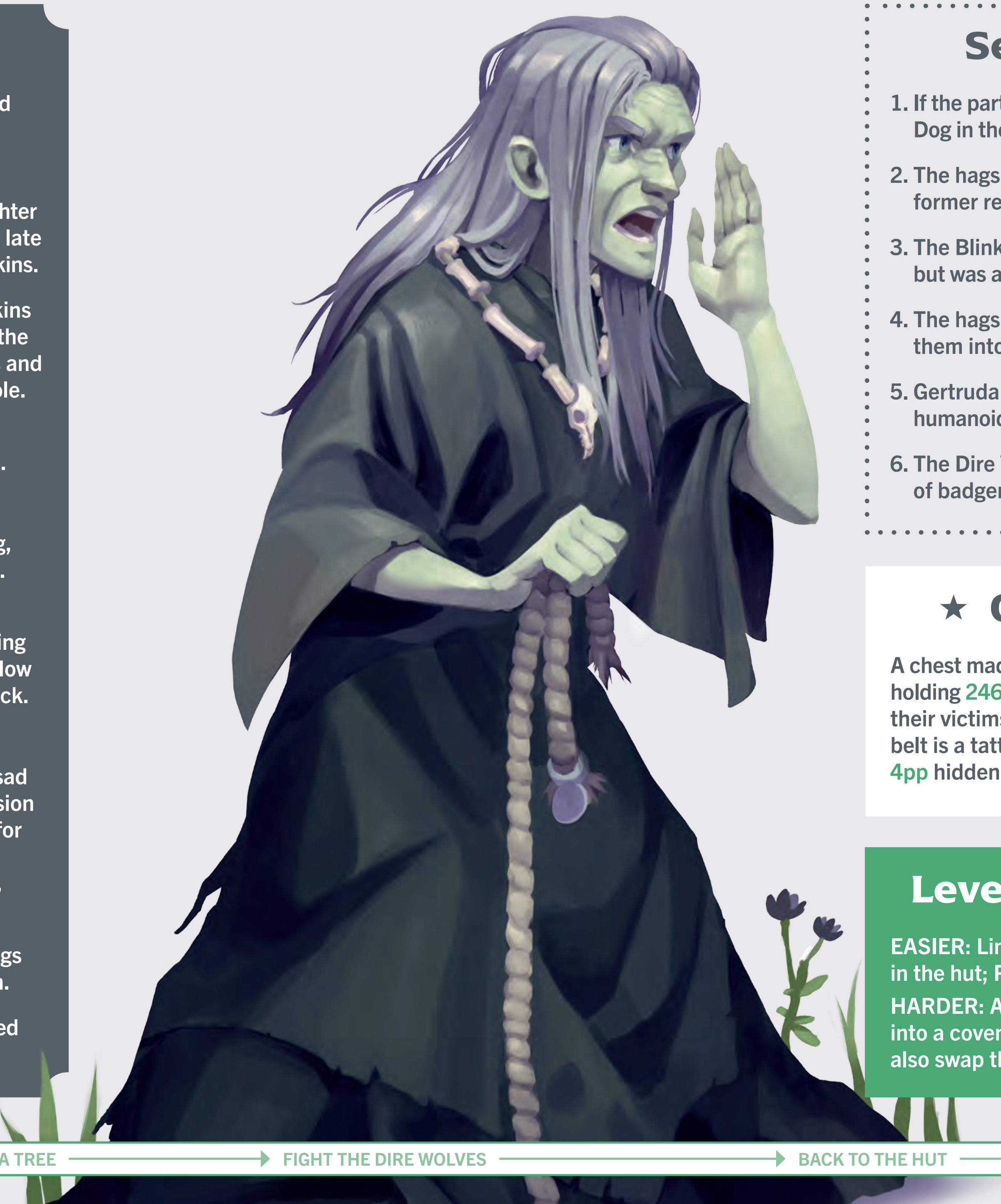
A hidden wasps' nest will surprise anyone who climbs the tree.

DIRE WOLF DEN

"Eventually, the forest opens to reveal a grassy clearing. An upturned tree over a shallow trench has created the perfect den for a pair of Dire Wolves."

The Dire Wolves will emerge from their trench, growling, and circle Poochykins until the party step in. As soon as they do, the Dire Wolves will lunge at Poochykins.

The Dire Wolves will quickly turn their attention to the party.



Secrets and Clues

1. If the party refuse to help, they still meet the Blink Dog in the forest; the hags later try to steal it back.
2. The hags disguise themselves as the cottage's former residents, whom they ate many years ago.
3. The Blink Dog's owner was taking him for a walk, but was attacked and eaten by the hags.
4. The hags don't eat every passer-by, they trick them into tragic bargains for entertainment, too.
5. Gertruda prefers Dire Wolf meat to Blink Dog or humanoid meat, but it's more dangerous to gather.
6. The Dire Wolves' den used to belong to a group of badgers who lost a fight for the territory.

★ Quest Rewards ★

A chest made from old wood sits in the hags' hut, holding 246gp and 91sp that they have pilfered from their victims. A canvas sack hooked to Lindamill's belt is a tattered Grey Bag of Tricks; Gertruda keeps 4pp hidden in her shoe, unbeknownst to Lindamill.

Level ⑤-⑥ Adventure

EASIER: Lindamill could be the only hag who lives in the hut; Poochykins may help the party fight her.

HARDER: An additional hag could turn the group into a coven, giving them extra spells. You could also swap the Dire Wolves for Giant Scorpions.

MEET THE HAGS → FOLLOW THE TRACKS → FIND THE DOG IN A TREE → FIGHT THE DIRE WOLVES → BACK TO THE HUT → HAG AMBUSH

TROUBLE BREWING

THRILLING CONFRONTATION CIDER DISTILLERY

The party are invited to an exclusive tour of a new, state-of-the-art, magically operated distillery. When they arrive, the site is in chaos and the other guests are at the mercy of malfunctioning equipment. Will the party's day end in a successful shutdown or a total meltdown?

→ Starting the Adventure

"The smell of damp soil after rain fills the air as you travel the final stretch of road towards the Oakswood Orchard and Distillery. You were lucky enough to win invitations to a VIP tour of the brand new, magically autonomous factory before the grand opening, but unlucky enough to be held up by bad weather on the way there. You're running late, but hopefully you can still join the tour."

The Oakswood Orchard and Distillery is owned by Pomeroy Oakswood. He has no particular passion for apples or the beverages they produce, and prizes profit above product. When the party make it to the distillery, they will find that the animated, magical constructs that operate the facility have gone haywire due to a lightning strike from this morning's storm. The Mage responsible for the distillery's arcane processes is struggling to regain order, and important guests are in grave danger.

Important Characters

POMEROY OAKSWOOD

ELF, MALE, 356 (NOBLE)

An egotistical business owner who talks a lot, but doesn't really understand the industry he is in.

"Pomeroy's side parting is dishevelled and his fine clothes are covered in dust. A look of terror stretches across his well-groomed face."

ALDUR LEAFSON

GNOME, MALE, 35 (MAGE ↓)

The distillery's mechanic, and sole voice of reason. Aldur is highly overworked and underappreciated.

"Aldur wears thick, mirrored goggles and rarely removes them. His bright-orange overalls are scorched from the magic he has had to cast."

ELIYA EVERCLEAR

ELF, FEMALE, 501 (NOBLE)

A wealthy investor who specialises in food and drink. She has a shrewd eye for true talent.

"Despite the leaves stuck in her hair and cracked glasses, she seems oddly composed."

Suggested Story

Set the scene, describe the party's approach to the distillery gates, then continue:

TOUCH OF SHARPNESS

- The party see six sets of animated garden shears (Flying Swords) flying around the gates. Pomeroy begs for help, offering gold and free cider in return.
- Once the shears are stopped, Pomeroy explains that the magical constructs that normally operate the distillery have gone totally haywire.

NOTES OF FRESH FRUIT

- Suddenly, screams are heard from the orchard. Three VIPs, including Eliya, are hiding in a tree while Aldur tries to fend off eight robotic apple pickers (Animated Armour). He needs urgent help.
- Once the guests are safe, Aldur explains that a lightning strike caused the arcane controls to malfunction. The only way to shut everything down safely is to destroy the central control panel.

FLAVOUR EXPLOSION

- The control panel is at the far end of the factory floor. It is protected by a hostile Shield Guardian.
- At the start of each round, scalding steam will be fired out of the overheating machinery. At the start of the second round, a vat will also spill cider over the floor as if the Grease spell has been cast.

SWEET AFTERTASTE

- Once the controls are destroyed, the constructs shut down. Pomeroy declares the business is over.
- Eliya offers to buy the distillery (at a low price). She fires Pomeroy, promotes Aldur and pays the party.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Anim. Armour	18	33	+0	Multiple attacks
Flying Sword	17	17	+2	Slashes foes
Mage ↓	12	9	+2	Limited spells left
Noble	15	9	+1	Very persuasive
Sh. Guardian ↑	17	210	-1	Regenerates

Key Locations

DISTILLERY GATES

"Large iron gates topped with the words 'Oakswood Orchard and Distillery' greet you. Past the gates, you can see big stone buildings and fields of fruitful apple trees."

Pomeroy is on the other side of the gates, calling out for help.

Blocking access to the gates are six sets of wildly snapping garden shears that will attack the party when they try and get past.

OAKSWOOD ORCHARD

"The orchard floor is sticky with crushed fruit. At the far end of the field, a team of shiny copper constructs are attempting to rip scared guests out of a tree."

Aldur has already disabled two constructs, but has used up most of his magic for the day to do so.

The three VIPs climbed the apple tree when Aldur suggested they did so. The tree will last two rounds before the apple pickers break it down.

FACTORY FLOOR

"The heat is overwhelming. You can barely hear yourself think over the bangs and high-pitched whistles coming out of the pressurised machinery."

The Shield Guardian is normally used to carry barrels. It is haywire and has cast the Haste spell on itself for the fight with the party.

The control panel has AC 18 and 30 HP. Once it is destroyed, the Guardian will power down.

Secrets and Clues

1. Pomeroy invited the party because he heard a rumour that they had recently acquired wealth.
2. There are three other VIP guests: a local food critic, a safety inspector, and Eliya, a rich investor.
3. Pomeroy has spent a fortune building the factory and now needs help with its high running costs.
4. The flying garden shears at the gate are meant to prune the orchard and the distillery grounds.
5. Pomeroy was fleeing the scene when the party arrived, desperately trying to save himself.
6. Aldur warned Pomeroy that more than one Mage was needed to run a factory this sophisticated.
7. Aldur wanted to install safety precautions, but Pomery rejected the plan as too expensive.
8. Pomeroy's cider recipe isn't well balanced; the drink is cloudy, and it tastes like vinegar.
9. Aldur bought the automated workers from an artificer, but has significantly upgraded them all.
10. Aldur would love to own and run a distillery or factory of his own some day.

Level ⑦-⑧ Adventure

EASIER: You can reduce the number of Animated Armour apple pickers to six, and use regular stats for the Shield Guardian.

HARDER: Have two Shield Guardians working in the main room of the distillery, and more shears outside.

★ Quest Rewards ★

Once the distillery is powered down, Eliya gives the party a banknote they can cash in for **750gp** for their help. Aldur promises to **name a future product** in the party's honour, and hands them one of the **Immovable Rods** from the ransacked factory floor.

AT THE GATES → SHEARS ATTACK → ORCHARD SCUFFLE → ON THE FACTORY FLOOR → DESTROY THE CONTROLS → NEW OWNERSHIP

NIGHTMARE GLADE

ADVENTUROUS ✶ CONFRONTATION ◂ CORRUPTED FOREST

An innocent mistake has allowed fiendish horses, known as Nightmares, to infiltrate a sacred forest and drive away the Unicorn who normally resides there. The Nightmares' presence is corrupting the forest, and will continue to do so, until the fiends are defeated.

→ Starting the Adventure

"The Brightglade Clearing is a site of exceptional beauty, with a special connection to the gods. You have sought out the fabled glade, intrigued by stories of worthy visitors who were granted blessings by the site's legendary guardian. As you reach the edge of the forest, you see a small stone shrine containing an oil-burning lantern. A figure kneels in front of the lantern, dressed in pale-blue robes."

The figure, Lorans, is a recent recruit to the Wardens of Brightglade, an order dedicated to shielding the forest from evil. Last night, he accidentally allowed a sacred lantern to go out. Some time after relighting the lantern, Lorans ventured into the forest to investigate a strong smell of charred wood. He saw that fiendish horses have infiltrated the forest's most sacred glade and driven away its Unicorn guardian. Fearing his mistake caused this problem, Lorans fled back to the shrine to pray for help.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Acolyte	10	9	+0	Protective spells
Giant P. Snake	14	11	+4	Poisonous bite
Nightmare	13	68	+2	Flaming hoof attack
Sw. of P. Snakes	14	36	+4	Poisonous bite
Unicorn	12	67	+2	Magical healing

Suggested Story

Set the scene, have Lorans call out to the party and regretfully explain his mistake, then continue:

CLERICAL ERROR

- Lorans tells the party that the Nightmares can be found in the Unicorn's glade. He warns the party that the forest is becoming corrupted by evil.

CORRUPTED ENVIRONMENT

- The party notice the wildlife is on edge as they travel deeper into the forest. They may fall into a snake pit, home to three hostile Giant Poisonous Snakes and a Swarm of Poisonous Snakes.
- After escaping the snakes, the party find the clearing. It is surrounded by a Wall of Fire spell. Flames lash out and plumes of smoke make it difficult to breathe. They must find a way through.

FIGHT FOR THE FOREST

- Entering the glade, the party are attacked by five Nightmares. Once only one fiend remains, the Unicorn returns and fights alongside the party.
- When the final Nightmare is destroyed, the Unicorn begins restoring the glade to its normal state. Lorans will also appear to thank the party.

Key Locations

CORRUPTED FOREST

"Tall trees cast shadows across the path and an unnatural chill fills the air. Animal howls echo unnervingly, taunting you with their uncertain direction."

As the party enter the forest, they must navigate foliage that acts like the Spike Growth spell. The dark trees and thick brambles make the way forward disorientating.

Skittish creatures charge past the party, building tension and fear.

SNAKE PIT

"The ground beneath you writhes, as you realise you have fallen on a slithering, hissing group of snakes. You struggle to find your footing on the uneven surface."

The forest's dark shadows and a number of charred, fallen leaves obscure the snake pit, making it difficult to spot and avoid.

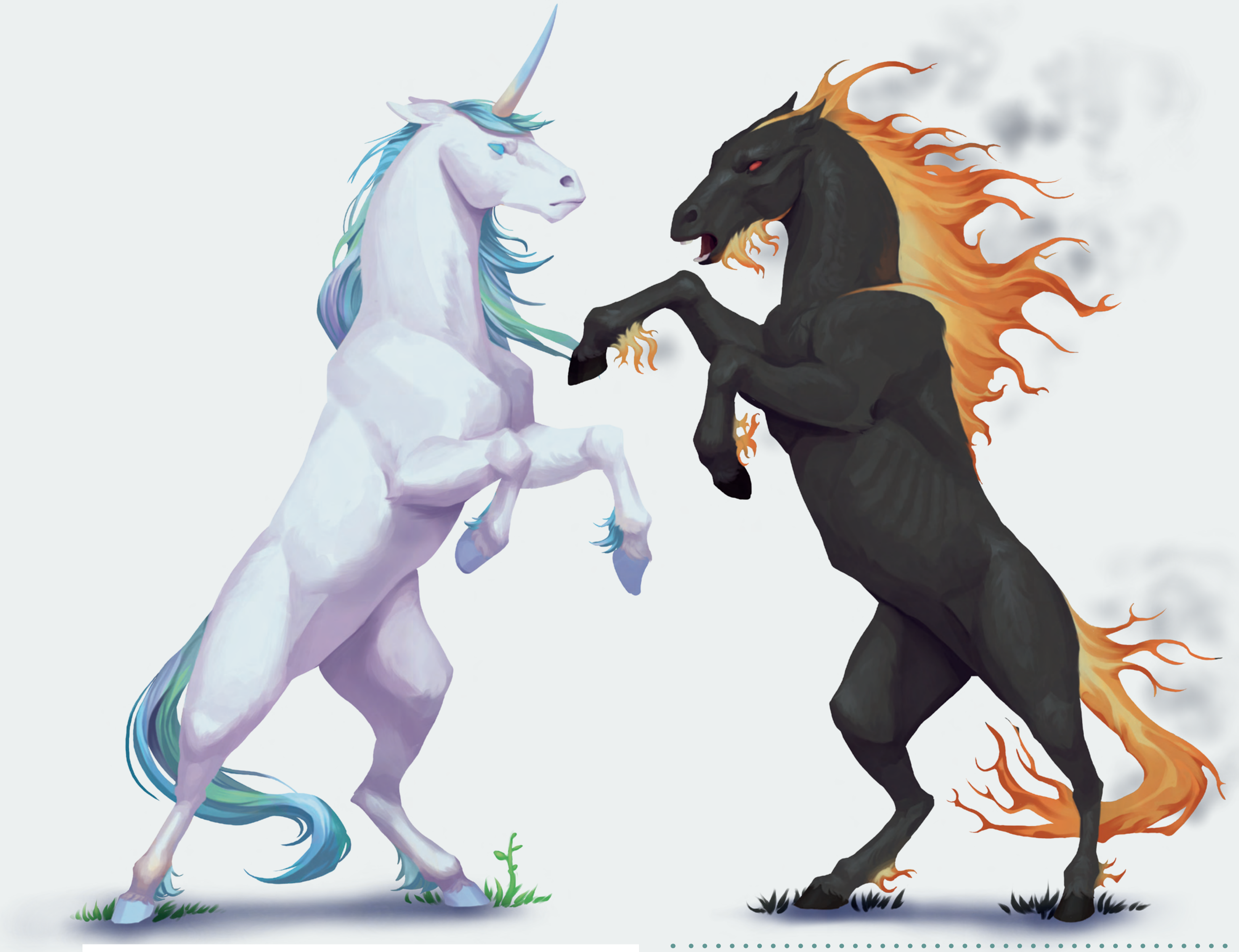
The loose dirt walls of the 10 ft hole are challenging to climb. The soil at the edge of the pit is also unstable.

BRIGHTGLADE CLEARING

"A ring of silver birch trees marks the edge of the glade. The thin, pale trunks blaze with sinister, crackling flames."

The burning trees create a wall of magical fire that the party cannot see through. Five Nightmares can be found within the circular glade.

Once the fiendish Nightmares are destroyed, the Unicorn's presence begins to return the space to a site of stunning, natural beauty.



Important Characters

WARDEN LORANS KIMWITU

DWARF, MALE, 28 (ACOLYTE)

Lorans is guilt-ridden over his mistake. He believes the party are the answer to his fervent prayers.

"Red eyes and snotty patches on the sleeves of his robes show that this cleric has been crying."

THE BRIGHTGLADE GUARDIAN

UNICORN, 1000+ (UNICORN)

The celestial protector of this area, the unicorn moves with a noble grace and restrained strength.

"Light bounces off a snow-white coat, giving the creature a curious, shimmering aura."

Secrets and Clues

1. Novice warden Lorans visits the shrine daily to tend to the lantern and leave other offerings.
2. Lorans forgot to replace the glass shade on the lantern after cleaning it, causing the flame to die.
3. Legend says if the lantern goes out, fiends will be able to use the forest as an interplanar gateway.
4. The Nightmares can be tracked by following hoofmarks scorched into the forest floor.
5. The Unicorn generally resides in the centre of the forest, where its celestial power is strongest.
6. The Unicorn may choose to appear earlier, if any of the party fall unconscious and need healing.

★ Quest Rewards ★

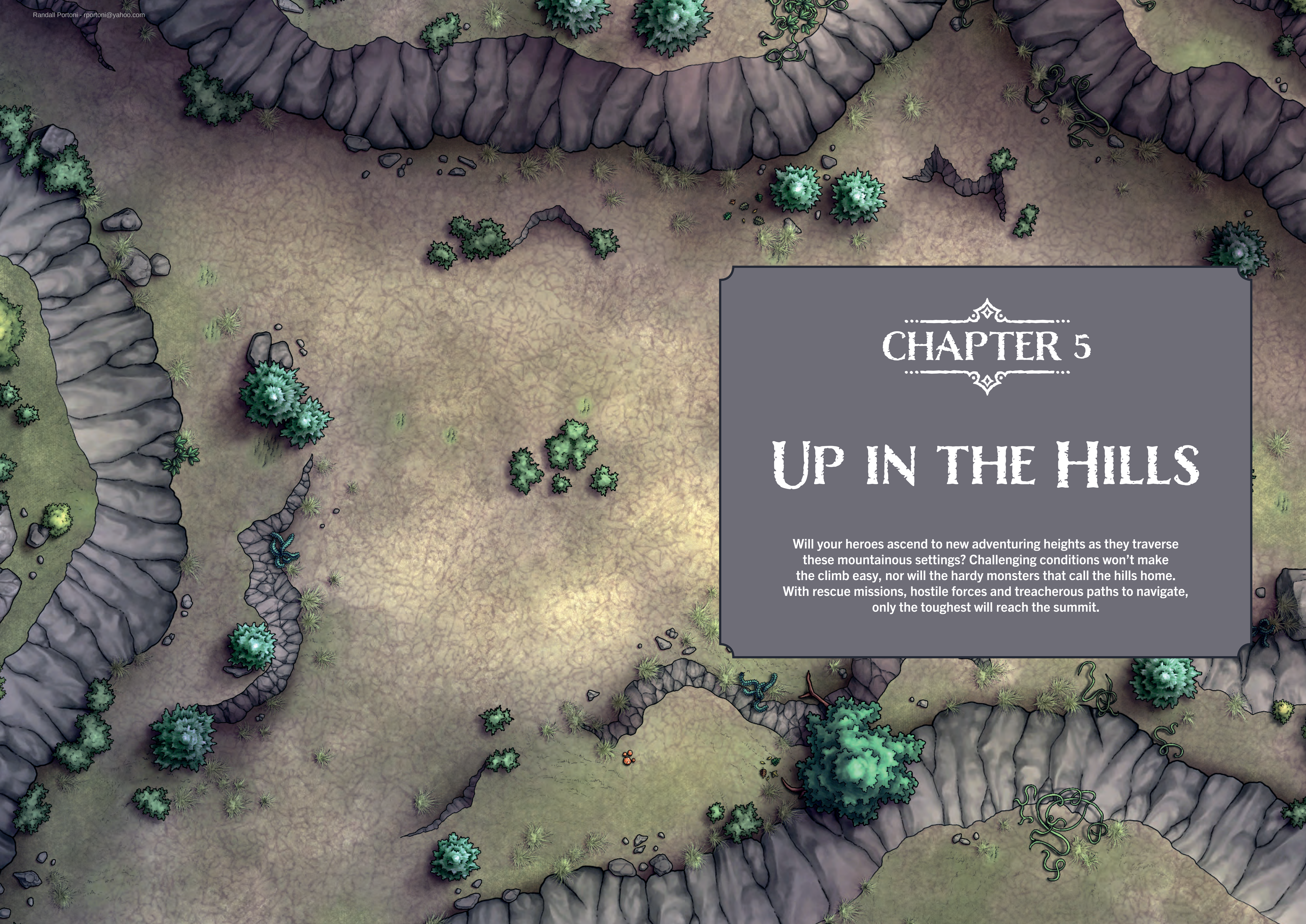
The Unicorn will use any remaining **healing actions** to restore the party members. It will also create a **flower** for each of them. Lorans will gift them **154gp** from the shrine's offerings pot, and a consecrated **Candle of Invocation (Lawful Good alignment)**.

Level ⑦-⑧ Adventure

EASIER: Try reducing the number of Nightmares, and replacing the Wall of Fire with a Wall of Force.

HARDER: Instead of five Nightmares, the glade could be occupied by three Nightmares and a Vrock, whose presence is poisoning the forest.

TEMPLE IN TROUBLE → SNAKE ATTACK → BURNING GLADE → NIGHTMARE FIGHT → UNICORN'S RETURN → FINAL BLESSING



Randall Portoni - rportoni@yahoo.com

CHAPTER 5

UP IN THE HILLS

Will your heroes ascend to new adventuring heights as they traverse these mountainous settings? Challenging conditions won't make the climb easy, nor will the hardy monsters that call the hills home. With rescue missions, hostile forces and treacherous paths to navigate, only the toughest will reach the summit.

HILLTOP HERD

LIGHT-HEARTED RESCUE CRAGGY HILLSIDE

When a group of Goats manage to escape the safety of their paddock, it is vital they are tracked down and returned to safety as soon as possible. The troublesome creatures are liable to get themselves into all sorts of scrapes if allowed to roam unattended for too long!

→ Starting the Adventure

"Crisp, clear air fills your lungs as you traverse the base of the undulating hillside, looking for the place to deliver the crates you carry. A whiff of fresh animal manure mingles with the scent of the hardy wildflowers and herbs that grow in these rugged highlands. Homesteads are few and far between here, but as you continue walking, a small building comes into view. A figure stands outside, waving."

The party were originally tasked with delivering basic supplies to Berick, the owner of the small farm. When the party arrive and hand over the supplies, Berick explains that his herd of six Goats seem to have escaped from their hillside paddock. Due to an injury, Berick cannot climb up to investigate the paddock or attempt to track down the Goats himself. Berick fears the Goats may be eaten by predators, unless the party can return the chaotic creatures to their paddock by nightfall.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Brown Bear	11	34	+0	Bites and claws foes
Commoner	10	4	+0	Club (using crutch)
Goat	10	4	+0	Rams with its head
Mastiff	12	5	+2	Good sense of smell
Scout	13	16	+2	Hunts with a longbow

Important Characters

BERICK DREESTON
GNOME, MALE, 416 (COMMONER)
Berick talks about his Goats like old friends, and sings songs to calm them when they are distressed.

"Berick has tufts of white hair on his head, chin and ears. His left leg is heavily bandaged and he walks with a wooden crutch."

JONAH GARRIT
HUMAN, MALE, 26 (SCOUT)
Jonah lives out in the elements and considers himself a steward of the nature around him.

"Dressed in handmade leather clothing that smells strongly of stale sweat, woodsmoke and wet dog, this wiry figure seems very alert."

SNARL
DOG, MALE, 3 (MASTIFF)
Enjoys chasing squirrels, rabbits and other wildlife. Snarl growls loudly if Jonah is threatened.

"This massive, short-haired hound has a broad back, wide brow and strong jaws."

Key Locations

BERICK'S FARM

"A single-storey smallholding perches a little way up the hill. The thick, stone walls are painted white and the windows seem freshly washed."

Berick is still able to tend to the area immediately next to his house, including a vegetable plot, fruit trees and freshwater stream.

A wooden barn sits to the rear of the farm. Chains, tools and other equipment can be found inside.

HILLSIDE PADDOCK

"The ground is a patchwork of coarse grass, shrubs and mud. Small boulders dot the field, covered in hoof marks caused by the clambering goats."

Halfway up the hill, the paddock is accessible by a steep set of stone steps. The large field is surrounded by a handbuilt, dry stone wall.

There is a small hole in the wall, near a water trough. Tufts of Goat hair are caught in the surrounding stones.

BEAR CAVE

"The shaded interior of the stone cave is cool and still. There is a strong animal scent and streaks of fresh blood on the cold, hard ground."

Rocky crags and caves are found at the top of the hill. A Goat with an injured leg is curled at the back of one cave, bleating softly.

A sleeping Brown Bear blocks the Goat from the party's reach. Any loud noise will wake the bear.

Suggested Story

Set the scene, have Berick greet the party and ask for their assistance, then continue:

A FARMER'S FEARS

- Berick tells the party the first Goat is stuck in the barn, trapped under a heavy wooden cart. The party must lift the cart to free the Goat.
- After the first Goat is free, Berick asks the party to investigate the paddock and find the other Goats.

TRACKING THE HERD

- Searching the paddock will reveal a second Goat hiding behind a boulder. There is also a hole in the wall, with nearby hoofprints that lead up the hill.
- The sound of concerned bleating leads the party to two Goats, one at the top of a rocky crag, the other at the bottom. The one at the top is caught in brambles and needs rescuing.

SCOUT ON THE SCENE

- After the rescue, the fifth Goat bounds past the party, chased by a playful Snarl. Jonah runs behind, and apologises for Snarl, then accuses the party of stealing the Goats from Berick.

INTO THE BEAR'S DEN

- If he can be convinced the party are helping Berick, Jonah tells them he saw the final Goat outside a cave, higher up the hillside. The path is slippery and loose rocks can fall on the party.
- Inside the cave, the final Goat is alive but injured. The party must retrieve the Goat, fight the Brown Bear and return all the Goats to Berick. On their return, Berick gratefully thanks the party.

Secrets and Clues

1. Two months ago, Berick injured his leg trying to move a large, cast-iron plough.
2. The Goats were in the paddock when Berick went to bed. He woke to hear one bleating in the barn.
3. The Goats escaped after one of them rammed the paddock wall and caused a stone to come loose.
4. The six Goats are named Crocus, Primrose, Snowdrop, Bugle, Harebell and Iris.
5. Jonah has always lived in this area, which is why he knows that the Goats belong to Berick.
6. The Brown Bear bit a Goat and dragged it back to its cave to eat later. The Goat is too hurt to flee.

★ Quest Rewards ★

Berick doesn't have much coin to spare, but offers the party 5gp for each Goat that is found and returned to the paddock. When the party return, he gives them a wheel of goat's cheese, a dozen apples and two jars of Restorative Ointment.

Level ①-② Adventure

HARDER: Instead of a Brown Bear, the cave could be home to a Manticore.

EVEN HARDER: Jonah and Snarl could be a Veteran and Dire Wolf, and attack the party as they accuse them. The bear cave could be home to a Wyvern.

DON'T LOOK DOWN

THRILLING RESCUE SUSPENSION BRIDGE

A bridge has been closed until further notice, due to safety concerns, and the resident tollkeeper has been let down by the contractors hired to complete repairs. Can the party restore this vital piece of infrastructure to the community, or is that a bridge too far?

→ Starting the Adventure

"As you round the narrow mountain road, you see a large suspension bridge crossing the cavernous valley beneath. The impressive sight makes you wonder if it was constructed by mortal hands, or if some arcane wizardry played a part in its design. However, as you walk closer, you spot alarming notices warning you the bridge is strictly off-limits."

Important Characters

PHILDAR LAWILLES
HUMAN, MALE, 82 (COMMONER)
Phildar collects tolls from those crossing the bridge. He claims he hasn't missed a day's work in 60 years.

"The tollkeeper wears a heavy, cable-knit sweater and binoculars hang around his neck."

ELODY FITZFRYNN
HALFLING, FEMALE, 17 (COMMONER)
Elody is shorter than the average halfling, so cannot easily pull herself up to safety after she falls.

"A small figure with a voluminous afro and a red cloak. Her satchel swings at her side."

Suggested Story

Set the scene, introduce Phildar, then continue:

RUNNING REPAIRS

- Phildar explains the bridge is closed until it can be made safe. He offers the party the job and gives them the tools they need, including harnesses.

FIXER UPPER

- The party must cross the bridge carefully, looking for weak spots. They need to replace any rotten planks, secure loose cables and paint over rust.
- Halfway across, the party spot a large hole in the bridge. Closer inspection reveals two Grey Oozes, which attack as the party try and fix the gap.

MIND THE GAP

- As the party defeat the Grey Oozes, they hear a cry from the far side of the bridge. Elody has fallen! She is trapped on a narrow platform below the bridge.
- The party must hoist her out without falling down themselves. Two Vultures are circling Elody while she waits for help. After saving her and fixing the gap, a final Grey Ooze and the Vultures attack.
- With the bridge repaired, Phildar gladly reopens it.

Key Locations

BRIDGE — This large, iron suspension bridge is in a clear state of disrepair. The middle of the bridge has the most damage, making it the hardest section to fix.

Anyone who falls is caught by their safety harness, but takes a point of damage from the sudden drop.

OOZE HOLE — A 10 ft section of bridge surface has been completely worn away by Grey Oozes. The upper cables are still in place, but are under increased strain.

The bridge failed its safety inspection a month ago, and was closed, after the local council found the hole.

Secrets and Clues

1. The Grey Oozes were in transit to a lab, but escaped onto the bridge and have been slowly consuming it.
2. To Phildar's great irritation, the engineers that the council sent have been delayed three times.
3. Elody's girlfriend lives on the other side of the bridge. They haven't been able to visit each other in weeks.
4. Elody saw the party on the bridge and assumed it had reopened. She rushed over without checking.

Level ①-②

HARDER: The party could face two Rust Monsters alongside the Grey Oozes, and the Vultures could be Giant Vultures.
EVEN HARDER: Try replacing all the Grey Oozes with deadly Black Puddings.

RACE TO THE TOP

ADVENTUROUS COMPETITION MOUNTAIN PATH

Suggested Story

The party enter an intrepid race to ascend a mountain in record time. They are up against a number of other teams who are all competing to be the first to reach the summit and set off a flare. The winning team will receive a huge cash prize and lasting fame.

Important Character

WILLABEL HESINGWORTH
HUMAN-ELF, FEMALE, 50 (SCOUT)
Willabel is the race's no-nonsense administrator, and former winner, who briefs the teams on the rules.

Key Location

STARTING CAMP
The teams all begin their race from the same base camp. There are multiple paths up the mountain. Taking the well-trodden, signposted route will take longer, but shortcuts often involve greater risks.

Expanding the Adventure

- What hazards will the party encounter on their trek?
- Do the other teams plan on playing fair?
- What happens if one team need rescuing? Will the party stop to help, or focus on their own success?

BIG BABIES

LIGHT-HEARTED DEFENCE PAINTED CAVE

Suggested Story

A number of infant giants are left unsupervised when their childminder comes down with a nasty cold. The party must step in to watch over the toddlers. They will need to enforce nap time, settle fights over favourite toys and deal with some truly supersized tantrums!

Important Character

NIAL GNUMF
HILL GIANT, MALE, 24 (HILL GIANT)
Laid low by an illness, Nial is full of snot and very tired. He normally organises lots of art activities for the kids.

Key Location

SUNNY CAVE DAY CARE
Giant toys are strewn around the cave where the children gather, and the walls are painted with colourful scenes. The nursery is used by a wide variety of Ettin, Ogre, Troll and Hill Giant families.

Expanding the Adventure

- How can the party entertain the toddlers all day?
- Are there any threats in neighbouring caves that endanger the infants under the party's care?
- How do parents feel about the replacement staff?

CAMPAIGN TRAIL

ADVENTUROUS ESCAPE BLOCKED ROAD

Suggested Story

The party were hired as bodyguards for the final leg of a high-profile tour by a budding young politician. When a landslide traps them in town, the party must help clear a path, protect their charge and determine whether nature or sabotage is to blame for their delay.

Important Character

RENUELLA ULTERBRAND
DWARF, FEMALE, 44 (COMMONER)
Renuella vowed to visit every town in the land before running for office. Her radical ideas are gaining support.

Key Location

TOWN HALL
One of many buildings built into the side of the mountain, the town hall sustains minimal damage during the landslide. However, the large double doors are blocked shut by rocks, as is the road outside.

Expanding the Adventure

- Who is Renuella's political opposition? Have other threats been made against her in the past?
- Is anyone in town acting suspiciously?
- What happens if the party are trapped for too long?

Make steep mountain paths even more challenging to traverse by creating adverse weather, such as high winds or driving rain.

THE WIZARD AND OZ

LIGHT-HEARTED · ACQUISITION · WIZARD'S CHALET

A long-standing rivalry between two wizards has escalated and now one has stolen the other's beloved pet pseudodragon! The party are hired to retrieve the magical companion, but have they got the necessary wits to infiltrate the other wizard's house of tricks?

→ Starting the Adventure

"The wizard's study is a charming hodgepodge of books, knick-knacks, and magical accoutrements. Though you can see no clear system of organisation, there is somehow a sense of order in the chaos, as if everything is exactly where it should be. Everything except for the owner of a small bed and food bowl in the corner of the room."

Portia's pet Pseudodragon, Oz, was stolen by her old college rival and fellow wizard, Malvolio, as part of a series of escalating pranks. Knowing Malvolio will have already left his home for a prestigious academic conference they are both attending, Portia hires the party to retrieve Oz while the pair are both busy. She also asks them to take one of Malvolio's prized trophies as payback. The party will have to face a house-sitting apprentice, multiple traps, and some surprising creatures before they can deliver a happy reunion.

Important Characters

PORTIA AMBERGRIS

HUMAN, FEMALE, 52 (MAGE)

An accomplished wizard in a feud with an old rival. The designs etched into her wheelchair swirl slowly.

"You watch as the elegantly dressed wizard sends bulky objects flying from the shelves and into a tiny travel bag, which must be enchanted."

TOBY RUNAR

HUMAN, MALE, 20 (DRUID)

Malvolio's apprentice, Toby, has decided to take it easy during the long-awaited absence of his boss.

"A scroll covers his face like a sleep mask. One arm rests on his chest as the other hangs off the hammock, almost touching the grass."

OZ

PSEUDODRAGON, MALE, 48 (PSEUDODRAGON)

Portia's pet and best friend. He can telepathically broadcast thoughts and emotions to the party.

"His lime-green scales gleam brightly, and his tail whips around with mischievous intent."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Druid	11	27	+1	Avoids combat
Gel. Cube	6	84	-4	Engulfs foes
Mage	12	40	+2	Variety of spells
Mimic	12	58	+1	Shapeshifting
Pseudodragon	13	7	+2	Telepathic bond

Suggested Story

Set the scene, describe Portia, then continue:

BITTER RIVALRY

- Portia briefs the party. She can transport them to a road near Malvolio's hilltop chalet using magic.

SLEEPING STEWARD

- Outside Malvolio's home, Toby is napping in the sun. The party can try to sneak past him or otherwise persuade him to give them entry.

DOOR TO DOOR

- The party enter a hall leading to a square chamber, where Toby's instructions are prominently stuck to the wall. If the party speak in this chamber, they are teleported back into the garden, near Toby.
- No matter which order the party open the doors in this chamber, they find: 1. a toilet; 2. an alchemy station; 3. a storage cupboard; 4. Malvolio's study.
- A Gelatinous Cube called Barty is behind the study door, and tries to engulf the nearest party member.
- Oz is held safely in a glass ball within Barty. When free, he senses the party are allies and joins them.

ALL THAT GLITTERS

- Malvolio's trophy cabinet is secured with an Arcane Lock. The password is 'Bartholomew'; forcing it open triggers a Magic Missile spell.
- Two of the trophies in the cabinet are Mimics, who will attack the party when they get close!
- After exiting the house, it is half a day's travel back to Portia's home. She is back from the conference and is thrilled to be reunited with Oz.

Key Locations

MALVOLIO'S CHALET

"Malvolio's chalet is perched on a perfectly round hill that must have been magically landscaped. It is surrounded by a low fence and tidy garden."

Toby is taking a nap in a hammock while magically animated garden tools tend to the garden.

If the party wake Toby as they sneak past, he will try to call his boss via Sending Stone, but Malvolio is too busy to answer.

SQUARE CHAMBER

"An arch leads to an odd chamber decorated with chequerboard tiles. Chairs and tables sit on the walls and ceiling, as well as the floor, seemingly unaffected by the regular pull of gravity."

There is a door on the 20 ft high ceiling, the floor and two of the walls.

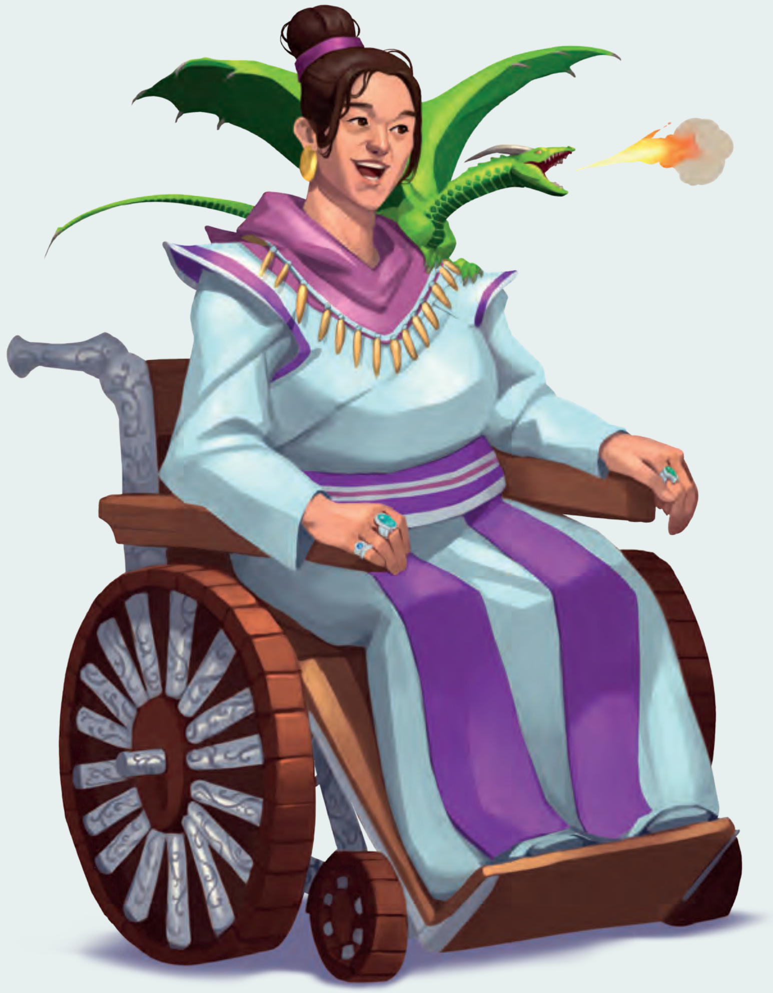
The doors to the alchemy station and storage cupboard are trapped with Shocking Grasp and Hellish Rebuke spells. Nothing of interest is inside.

MALVOLIO'S STUDY

"You are met with row after row of glass display cases. Each one is filled with items, all polished, labelled and neatly aligned."

Each case has its own password. The prominent cabinet in the centre of the room is where the party will find the prize to steal.

There are three identical trophies that match Portia's description. Two are Mimics who will viciously defend the real trophy.



Secrets and Clues

1. Malvolio stole Oz the day before the conference to throw Portia off her game.
2. Portia knows that Malvolio wouldn't actually harm Oz, and has just taken him to prove he can.
3. Portia hires the party to recover Oz while she and Malvolio are both away together to confuse him.
4. There are no arcane barricades around the house or grounds, as Toby is meant to be on guard duty.
5. Toby has also left the front door unlocked, as he wasn't planning on dozing off.
6. Toby's instructions: 'Shhhh. Feed pets. Polish trophy in study until shiny. PW = Barty name.'
7. On the wall of the lobby, there is a portrait of Malvolio and his pet Gelatinous Cube, Barty.
8. Malvolio won his prized trophy in a magical duel against Portia. She suspects that he cheated.
9. In the trophy case, there is also a 'Best Ooze in Show' trophy with Bartholomew's full name on.
10. Portia expects the pair's feud will continue, as she won another award while at the conference.

★ Quest Rewards ★

Portia offers the party 200gp if they can recover Oz, and an additional 150gp if they steal Malvolio's trophy. If the party search Malvolio's study for something to take for themselves, they could find a Wand of Secrets stored in a locked cabinet.

Level ③-④ Adventure

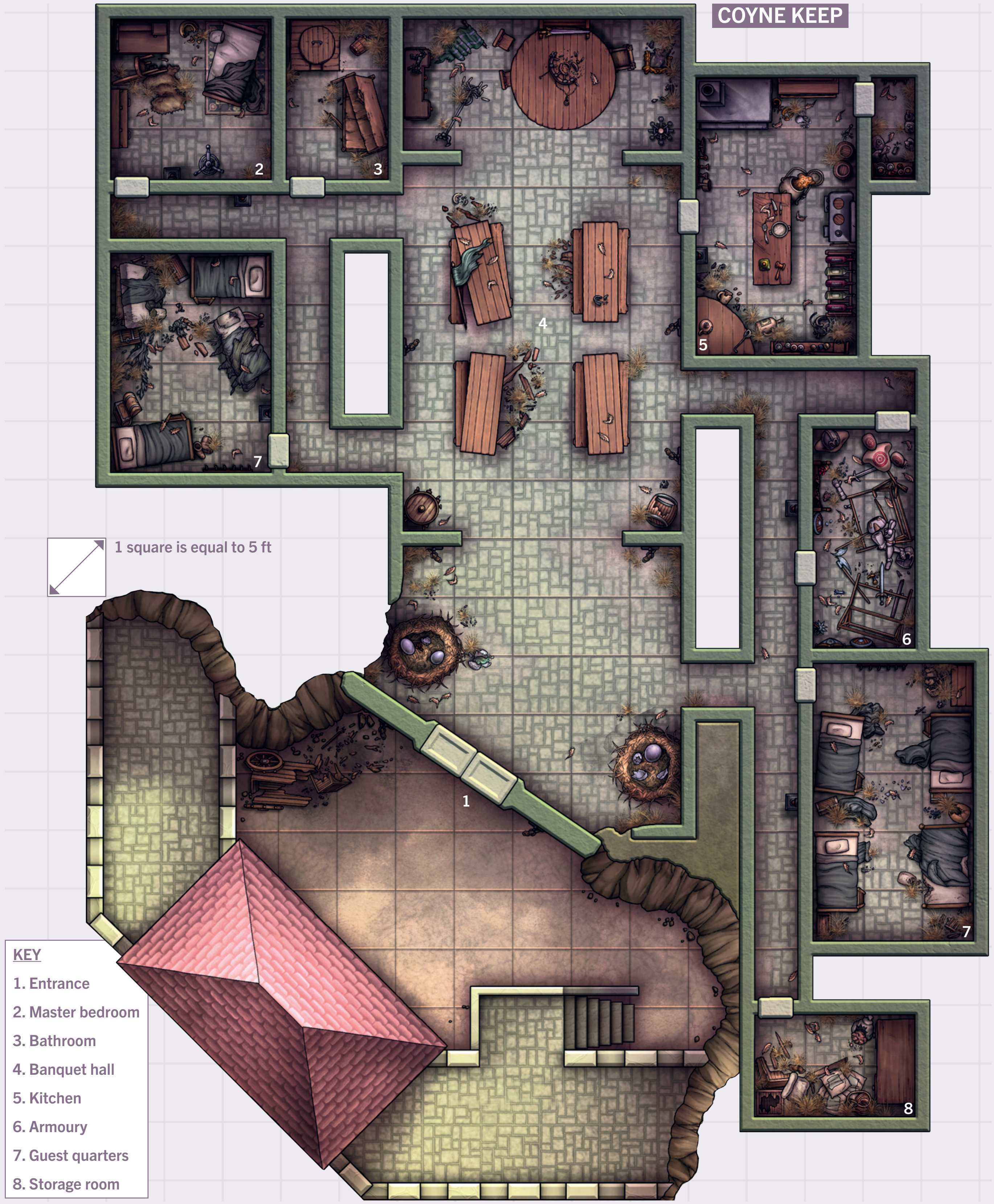
EASIER: Toby could be an Acolyte, Barty a Grey Ooze, and a Quasit could be in the trophy cabinet.

HARDER: Try Toby as a Mage, Barty as a Xorn, and have four Mimics in the trophy cabinet. You could also add a Shield Guardian patrolling the stairs.

COME HOME TO ROOST

THRILLING RESCUE HILLSIDE TAVERN

Preparing a feast for a group of merchants is difficult enough for the owners of Coyne Keep, without their establishment being overrun by roosting Cockatrices! The party must venture into the inn and remove its pesky new inhabitants, before the keep's reputation is ruined.



KEY
1. Entrance
2. Master bedroom
3. Bathroom
4. Banquet hall
5. Kitchen
6. Armoury
7. Guest quarters
8. Storage room

Starting the Adventure

"After three nights camping on the long, rocky road between towns, signposts to a tavern are a welcome sight. Coyne Keep normally has a great reputation for hospitality. Today, however, notices at the bottom of the hill inform patrons the inn is under maintenance and only basic provisions are on offer. A group of disgruntled merchants stare as you come closer."

Important Characters

MABEL COYNE

GNOME, FEMALE, 141 (COMMONER)

Co-owner of Coyne Keep. Anxious about Braddish's safety, and worried about their inn's reputation.

"Eye make-up runs down Mabel's wrinkled face, but her stern expression and stiff posture show her determination to keep her business afloat."

BRADDISH COYNE

GNOME, MALE, 188 (COMMONER)

Co-owner of Coyne Keep. Dishevelled and smelly, Braddish has been trapped in the keep all day.

"Braddish's dirty outfit is ripped; his tired eyes and wounds suggest he has had a bad morning."

COCKATRICE QUEEN

COCKATRICE, FEMALE, 17 (BASILISK)

The Cockatrice Queen is roosting in Coyne Keep, and has laid a batch of rapidly hatching eggs.

"This bloated bird's wings could never help it fly; instead, they are used as rudders when the creature bounds furiously towards its prey."

Suggested Story

Set the scene, have Mabel notice the party and offer them some soup and bread, then continue:

AN EGG-CELLENT IDEA

- Noticing the party's adventuring gear, Mabel will quietly ask if they want to earn 250gp by clearing out Coyne Keep and rescuing her husband. She explains that the inn is overrun with evil chickens.
- The party traverse the path to Coyne Keep, and gather some attention from the disgruntled crowd.

FOWL HOSTS

- As soon as the keep's double doors are opened, six squawking Cockatrices burst out to defend their new roost. They relentlessly attack the party.
- Roll 1d4 when the party enter a new room and populate it with the following: 1. 3d4 Cockatrices; 2. eggs and a nest; 3. thick excrement that acts like the Stinking Cloud spell; 4. 2d4 Cockatrices.
- As the party explore, they will find evidence that Braddish is alive, and signs that a much larger bird is also roosting in the tavern.

MOTHER HEN

- Braddish is found in the last room to be searched. He is jumpy, and tightly holds onto one of the party.
- As the group head to the door, the exit will be blocked by the Cockatrice Queen, who was away gathering food. Seeing her offspring and roost destroyed, she will furiously attack.
- If Braddish survives, he can be returned to a very grateful Mabel. If Braddish dies, Mabel will close the business to spend some time by herself.

Key Locations

COYNE CAMP — After fleeing the keep, Mabel has set up camp at the bottom of the hill that leads to the inn. She serves soup and stale bread to weary travellers.

Patrons are tired, and irritated that the keep is closed. They air their complaints to anyone who will listen.

COYNE KEEP — After being infested by Cockatrices, the inn is trashed. Broken furniture, barbed feathers and shards of huge eggshells litter the interior.

The keep's sturdy walls and its high, defensive position suggest it was originally built as a military outpost.

Secrets and Clues

1. Coyne Keep throws a merchant's feast at this time of year, so more patrons are gathering than normal.
2. Braddish purchased the Cockatrice Queen to cook at the feast, but it escaped its cage and caused chaos.
3. The Coynes' son, Denkel, normally organises the feast, but he is away studying magic at university.
4. Mabel and Braddish have saved up 250gp to spend on refurbishments and maintenance of Coyne Keep.

To add variety to the Cockatrice encounters, some of the birds could run away from the party or even fly into the rafters.

Level ③-④

EASIER: Cockatrices could be in the kitchen and bedrooms only; the Cockatrice Queen could use Allosaurus stats.
HARDER: Coyne Keep could be overrun with nesting Hippogriffs instead of roosting Cockatrices.

PLIGHT OF THE PEGASUS

ADVENTUROUS   RESCUE   MOUNTAIN ROAD

When the party stumble across a wounded Pegasus caught in a net, the race is on to save its life. Time is ticking, not just until the creature succumbs to its injuries, but until whoever laid the trap returns to complete their horrific hunt.

→ Starting the Adventure

"Hiking at sunset through this majestic scenery, you can understand claims that this rugged landscape was blessed by the gods. However, as you walk, the sound of an animal in pain brings you back to reality. A quick search uncovers a terrible sight. A majestic Pegasus has been caught in a barbed-wire net, leaving deep lacerations in its legs and wings."

Important Characters

TEGAN MYRON

HUMAN, FEMALE, 34 (SCOUT)

Tegan is leading a group of hikers. She tries to shield the tourists from seeing the injured Pegasus.

LEX AILOURO

WERETIGER, MALE, 57 (WERETIGER)

Lex has been hunting the Pegasus for five nights, weakening it with his cursed bite and claw attacks.

CLETE SERKIS

DWARF, MALE, 120 (PRIEST)

After receiving a vision, Clete is expecting the party. The gods have shown him how to cure the creature.

Suggested Story

Set the scene, describe the Pegasus, then continue:

ASSESS THE PATIENT

- The party can try to carefully free the creature from the sharp net, but attempts to heal it seem to fail.

MEDICAL CONSULTATION

- The party hear a passing tour group. Tegan spots what has happened and says the Pegasus should be taken to a healer with knowledge of such beings. She points the party towards Clete's home.

STRETCHER DUTY

- The party must carry the Pegasus down a long, rocky path. They are stalked and attacked by Lex, who tries to deal a final, fatal blow to the Pegasus.
- Once the party resume walking, night has fallen. Two deadly Will-o'-Wisps lurk in the trees ahead.

A DOSE OF KINDNESS

- Once at his hut, Clete asks the party to hold the Pegasus still while he performs a healing ritual.
- Once healed, the Pegasus flies off. Clete finds a few of its fallen feathers, and gifts them to the party.

Key Locations

MOUNTAIN PATH — The Pegasus is lying a short way from the path, shielded slightly by shrubbery.

The path down the mountain is barely wide enough for one person to walk at a time. Sharp twists and turns on the way make carrying the Pegasus difficult.

CLETE'S HOME — Clete lives at the bottom of the mountain. He has prepared a stable for the Pegasus.

Trees become denser at the bottom of the mountain, disguising Clete's home from view. In the dark, it is easy to mistake the Will-o'-Wisps for hanging lanterns.

Secrets and Clues

1. Many pilgrims and tourists visit these mountains, hoping to experience a glimpse of celestial forces.
2. Lex serves an evil entity. He believes sacrificing a celestial creature will bring him greater power.
3. Last night, the Pegasus was caught by one of Lex's traps, which was laced with abyssal poison.
4. Clete's healing ritual involves a mixture of locally gathered herbs and prayers to specific gods.

Level ③-④

EASIER: Instead of a Weretiger, Lex could be a Wererat. Tegan could offer to help the party on the trip to Clete's.
HARDER: Lex could be the leader of a gang of four Werewolves, who are all working together to hunt the Pegasus.

GOLDEN TICKET

LIGHT-HEARTED   COMPETITION   MARBLE PALACE

The social event of the season is a chance to dress up, mingle with other guests, and see inside the palatial mountain home of a reclusive millionaire. The party may even be chosen to inherit the host's huge fortune. All they have to do is stay out of trouble for one night...

→ Starting the Adventure

"You refer back to your invite to confirm you are not mistaken, and this huge hilltop palace really is your destination for the night. The luxurious card reads, 'I, Orlai Swift, cordially request the pleasure of your company. The time has come for me to choose an heir. I plan to make my selection from my esteemed guests, so I invite you to put your best foot forward.'"

Important Characters

ORLAI SWIFT

DRAGON, FEMALE, 216 (ADULT GOLD DRAGON)

Orlai is a dragon who polymorphs herself into an elegant humanoid noble. Her real name is Orlizwyf.

NEEN GRASPHAMMER

DWARF, FEMALE, 32 (MAGE)

Neen is determined to get her hands on the fortune and sees the party as the biggest threat to that plan.

JAXSON TENGE-WEI

HUMAN, MALE, 43 (GLADIATOR)

Jaxson mistakes one of the party for a former rival who once bested him. Neen spurs him on to fight.

Suggested Story

Set the scene, enter the mansion, then continue:

DRESS TO IMPRESS

- The party must select new evening attire. One of them upsets Neen by taking the outfit she wanted.
- Entering the ballroom, the guests walk a catwalk to show off their clothing and impress a seated Orlai. Neen sabotages her desired outfit in retaliation.

DINNER IS SERVED

- Next, the party are served a selection of delicacies. They must eat the three courses and see if they can stomach the food without offending their host.
- While the group mingles, Jaxson starts a fight with one of them. The party must subdue him before Orlai notices (1 round of combat), gets angry (2 rounds), or threatens to kick them out (3 rounds).

SHALL WE DANCE?

- Orlai teaches the crowd a complicated dance, which they must copy. She judges their attempts.
- Orlai announces her heir (either the party or Neen). She also reveals herself to be an Adult Gold Dragon who expects to live at least another 1,000 years.

Key Locations

GRAND ENTRANCE — A marble mansion with gold tiles is built into the side of the hills. Orlai's dragon lair and hoard is buried deep within the mountain.

The first room the party enter is a cloakroom full of fine clothes and jewellery for them to choose from.

ENTERTAINING SPACE — The party are formally introduced at the top of a grand staircase that leads down into a vast ballroom full of chandeliers.

The dining room is next to the ballroom. Orlai sits at the head of a long table covered in elaborate dishes.

Secrets and Clues

1. Guests are provided outfits with complex corsetry in jewel tones from the continent's best fashion houses.
2. Dinner contains many odd delicacies like fermented darkmantle, cockatrice stomach and yeti blubber.
3. Jaxson was once humiliated in a gladiatorial fight, and vowed to take revenge if he saw his foe again.
4. Although no one will inherit Orlai's fortune for many years, she gives out gift bags of 10pp to each guest.

Level ⑤-⑥

EASIER: Neen could be a Green Hag in disguise, and Jaxson could be a grumpy Druid.
HARDER: Try Neen as an Archmage who uses a range of spells to sabotage the party; Jaxson could be an Assassin.

UP IN SMOKE

THRILLING DEFENCE VILLAGE NEAR A VOLCANO

A rogue group of Azers threaten to cause a volcanic eruption that will devastate a nearby village. So, a local mechanic crafts a last line of defence – an Iron Golem mech. The mighty machine needs a crew, but can the party handle the heat?

→ Starting the Adventure

"You can't go more than a few steps in this village without seeing a clever bit of machinery, or other evidence of a skilled artificer's work. However, by far the most striking thing in town is a looming volcano rising high above the horizon. It's so picturesque, you could almost forget it was capable of great destruction. If it wasn't for all the smoke, that is."

A reactionary group of Azers, known as the Firebrands, have taken issue with the local residents. While the villagers wish to prevent the volcanic eruption from destroying their homes, the Azers want to watch the lava flow. Fortunately, the town's chief engineer, Thora, has created a huge Iron Golem mech to fight off the rebel Azers and defend the geothermal device that converts the lava's energy. Up until now, Thora has unfortunately struggled to recruit skilled and willing volunteers to pilot the mech. That's where the party come in.

Important Characters

RANGUR COULOIR

DWARF, MALE, 230 (ACOLYTE)

Inspiring town elder Rangur is supportive of Thora; it is his job to direct the village's defensive efforts.

"Rangur wears a crimson tunic decorated with golden badges that his greying beard partially obscures. An eye patch covers his left eye."

THORA HAMMERON

DWARF, FEMALE, 55 (COMMONER)

The youngest ever Head Mechanic in the village, Thora has a lot to prove with her latest invention.

"Diagrams of the laws of physics in dwarven runes are tattooed onto Thora's arms. Her hair is in a tight bun, held together with a chisel."

DOURIC OBSIDIAN

AZER, MALE, 350 (AZER)

A fanatical Firebrand who wants the volcano to flow free, no matter how many lives it claims.

"His head and hammer are both on fire, and his face is twisted into a ferocious snarl."

Suggested Story

Set the scene, have Rangur meet the party and describe the threat facing the village, then continue:

MECH INSTRUCTIONS

- Rangur leads the party to the training field, where Thora explains how to operate the mech.
- The party can climb inside and activate the mech by installing two charged batteries within its head.
- On their turn, players roll to see how well they operate the mech. If successful, they may trigger one of the Iron Golem's actions. There is a gap to fire their own ranged attacks from within the mech.

TARGET PRACTICE

- The players practise fighting against mechanical, clockwork Azers that Thora has built as targets.
- As the practice session continues, the targets move more quickly, increasing the difficulty.

FIGHT FIRE WITH FIRE

- Soon after practice is over, Douric, five other Azers and two Salamanders charge down the volcano, heading for the geothermal device. The party must pilot the mech to stop them.
- Most of the foes will battle the mech, while Douric focuses his efforts on trying to destroy the device.
- If the mech is destroyed, the party can climb out and continue the fight using their normal abilities.

COOLING OFF

- If the Firebrands are defeated, the villagers celebrate the party's success. If the party fail, the villagers pack up their things and flee.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Acolyte	10	9	+0	Protective spells
Azer	17	39	+1	Flaming weapons
Commoner	10	4	+0	Club (wrench)
Iron Golem	20	210	-1	Absorbs fire to heal
Salamander	15	90	+2	Multiple attacks

Key Locations

BASE OF THE VOLCANO

"The closer you get to the base of the volcano, the stronger the smell of smoke becomes. Since arriving, the plume coming from the peak has become larger and thicker."

The geothermal device rests here. It is responsible for channelling the volcano's energy to the village, and stopping it from erupting.

The device has AC 20 and 40 HP; if destroyed, lava begins to flow.

TRAINING FIELD

"Six clockwork automatons stand on the field, each holding a shield and a warhammer. But they look like pieces on a game board compared to the enormous, metal construct facing them."

The training field is a little way to the right of the device. The party have a clear view when the Firebrands start charging down the volcano.

A 20 ft, robotic mech is stood in the field and clutches two giant swords.

MECH INTERIOR

"The inside of the construct was built for functionality, not beauty or comfort. There are stations marked where the mech's arms and legs can be controlled, as well as a small scout post."

Although the mech is immune to fire damage, anyone inside it takes half the damage as it heats up.

If the mech is destroyed, it explodes with a Shatter spell.

Secrets and Clues

1. Centuries ago, an artificer built a device that uses the volcano's explosive energy as a power source.
2. The Iron Golem mech is based on conceptual designs drawn by the village's original artificer.
2. Thora maintains the geothermal device that powers all the mechanical inventions in town.
3. The Firebrands are a small rebel group dedicated to releasing the volcano's destructive potential.
4. The Firebrands believe that the purpose of fire is to consume and claim lives.
5. The Firebrands have a camp at the lip of the volcano, where villagers don't venture.

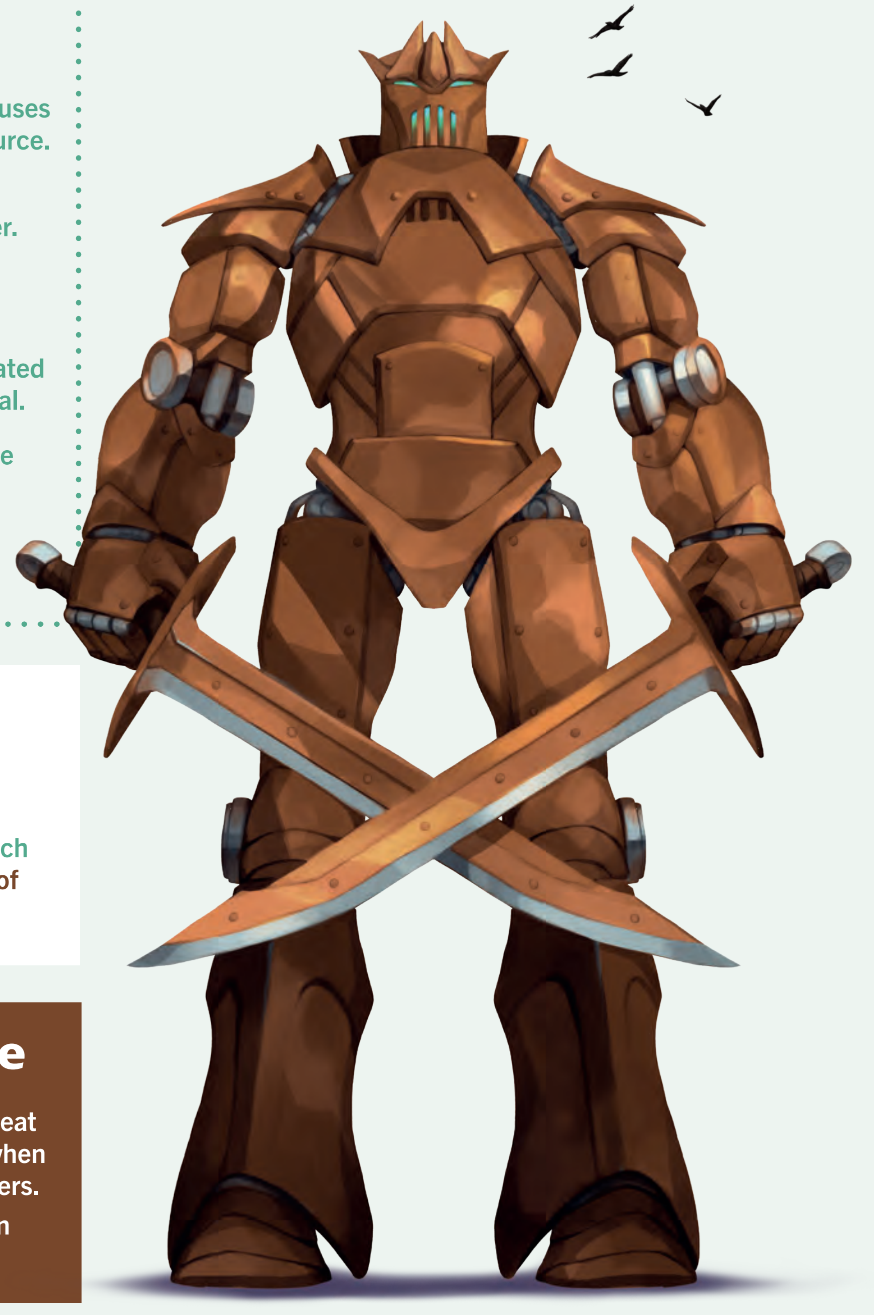
★ Quest Rewards ★

Rangur gives the party **350gp** to pilot the mech. If the party are successful in battle, they can recover a **warhammer** from the fallen Azers, which deals fire damage. Thora also gifts them a **Ring of Warmth** that she forged using volcanic energy.

Level ⑤-⑥ Adventure

EASIER: The Iron Golem mech could absorb all heat from fire damage, and not cast a Shatter spell when it is destroyed. You could remove the Salamanders.

HARDER: The Firebrands could fly into battle on the back of a rampaging Young Red Dragon.



TALK TO RANGUR → INSPECT THE MECH → TRIAL RUN → AZER ARRIVAL → PROTECT THE DEVICE → AFTERMATH

DANGEROUS DELIVERY

ADVENTUROUS · DELIVERY · SECLUDED LODGE

An exasperated postal worker recruits the party to deliver some important mail to a grizzled veteran warrior. However, the intended recipient doesn't take kindly to visitors, and a truly monstrous welcome awaits the unsuspecting couriers.

→ Starting the Adventure

"There is a jubilant mood in town today. After weeks of being cut off from the main road, the weather has improved, the snow has melted and fresh supplies have arrived. You have been advised to follow the flow of residents to the post office, where everything is sorted for distribution. There has been a call-out for couriers with adventuring experience."

Min, the local postmistress, is at her wit's end. Today's post includes a number of letters and parcels addressed to a reclusive former Knight named Calysta Gristone. The grounds of Calysta's property are guarded by a number of beasts that have attacked previous couriers and destroyed the messages they carried. With all her regular couriers refusing the job, Min has advertised a high fee to anyone willing to deliver the latest batch of mail to Calysta. Min will readily give the job to anyone who volunteers and is likely to downplay the associated risks.

Important Characters

MIN BARVARD
TIEFLING, FEMALE, 37 (COMMONER)

Min prides herself on providing the community with an efficient service, where no letter gets left behind.

"The fast-talking postmistress has short, dark hair with a blunt fringe. She wears a smart, green uniform jacket and uses a walking stick."

SWORDWARDEN CALYSTA GRISTONE
HUMAN, FEMALE, 58 (KNIGHT)

Calysta enjoys the peace and solitude of her well-guarded home, after spending many years at war.

"Taller than most, the warrior has a warm bear hide draped over her armour. The crest on her sword hilt is echoed on a medallion necklace."

ARTEMIS
HAWK, FEMALE, 8 (BLOOD HAWK)

Calysta's beloved bird companion regularly patrols the skies above the Lodge, looking for trespassers.

"The light glints off a wickedly sharp, yellow beak and similarly coloured, dagger-like talons."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Blood Hawk	12	7	+2	Incredible eyesight
Griffon	12	59	+2	Sharp beak and claws
Knight	18	52	+0	Multiple weapons
Manticore	14	68	+3	Spiked tail
Owlbear	13	59	+1	Keen senses

Suggested Story

Set the scene, have Min conduct a brief interview and offer the party the task, then continue:

MESSAGE DISPATCHED

- Min gives the party a sack of letters, three parcels and an invite sealed with a heraldic crest to deliver to Calysta; plus a map to help them find their way.
- She also offers them the use of a horse-drawn postal wagon to speed up their journey.

DELIVERY ROUTE

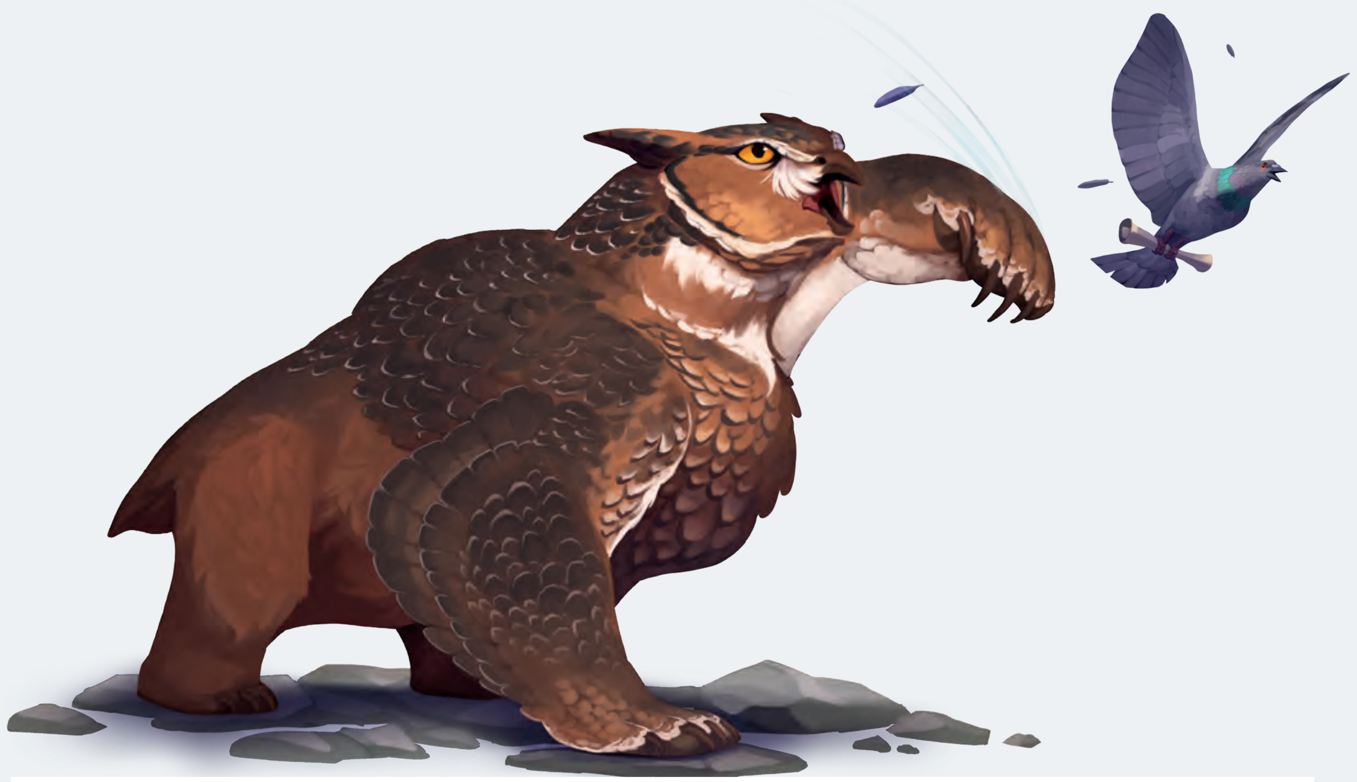
- The party travel up the mountain path, which is slippery with freshly melted snow. The wagon is hard to handle and could easily lose a wheel.
- Calysta has dug a deep trench around her estate. The trench has filled with more melted snow, forming an ice-cold moat the party must cross.

UNEXPECTED DELAY

- Next, the party must get past the high fence and locked gates that surround Gristone Lodge.
- As they enter the courtyard, an Owlbear charges at the party; a Manticore and two Griffons also swoop down from their perches to defend the Lodge.

COURIER FEEDBACK

- When all the guard creatures are heavily injured or otherwise defeated, Calysta storms out of her home to demand the party's explanation.
- Calysta rips up most of the letters and dismisses the contents of the parcels. She writes a short rejection on the invite for the party to take back, then asks them to leave her in peace. On the party's return, Min gratefully pays them their fee.



Key Locations

POST OFFICE

"Noise fills the small room, as a crowd of locals claim their post, excitedly read letters and news from afar, and share gossip with their neighbours."

A carved, wooden ramp leads up to a single-storey chalet with a covered porch and log roof.

Inside, a long, polished desk separates customers from a wall of neatly labelled shelving units and teetering stacks of parcels.

MOUNTAIN PATH

"Leaving the warm embrace of the friendly town, cosy cabins are replaced by towering trees. Snow falls from the branches in clumps, melted by the dappled sunlight."

The map leads the party from a solid road to a muddy track that is slippery with slush and wet leaves.

Artemis swoops and hovers in the sky above the path. If the party attract her attention, she screeches and flies in the direction of the lodge.

GRISTONE LODGE

"A high fence topped with metal barbs skirts the estate. A smoking chimney is just visible, atop a large slate roof."

Locked gates lead to a courtyard, scattered with combat training equipment. Long stables have been converted into shelters and perches for the guard creatures.

Calysta emerges from a huge round door, briefly revealing a warm-looking interior hallway.

Secrets and Clues

1. The town is often cut off from deliveries due to heavy snow, causing piles of post to build up.
2. The district manager will revoke Min's warrant to run the local office if the letters aren't delivered.
3. Calysta moved to Gristone Lodge eight years ago, after retiring from active service as a Knight.
4. The tamed beasts that guard the Lodge respect Calysta's commanding presence and firm tone.
5. Last year, the beasts killed half of Min's squadron of twenty trusty carrier pigeons.
6. Calysta is invited to an event celebrating the self-exaggerated achievements of a rival Knight.

★ Quest Rewards ★

Min offers the party 100gp to deliver the mail and a 100gp bonus if they return with a reply to the invite. Calysta gives them her unwanted parcels: a platinum letter opener (worth 150gp), a Silver Raven Figurine of Wondrous Power, and a book about her rival's life.

Level ⑤-⑥ Adventure

EASIER: You could replace the guard creatures with a Brown Bear, Hippogriff and two Giant Eagles.

HARDER: A Chimera could guard the property with an Owlbear and Griffon. Instead of a moat, Calysta could have a Wall of Fire spell blocking the entrance.

OFF THE RAILS

SPOOKY ✶ CONFRONTATION TRAIN TRACKS

The party have been given the trip of a lifetime on the inaugural journey of an experimental, arcane train, as payment for a previous job. The promise of luxury while travelling the mountains sounds like a dream, but the ride rapidly becomes a nightmare commute.

→ Starting the Adventure

"Following the directions on your tickets, you arrive at East Hill Station. Blue and green bunting adorns the tin roof of a low, open-sided shelter. Beyond, you see a long vehicle sat on raised metal tracks that curve off into the distance. The train is formed of multiple wooden carriages, and vivid purple smoke rises from a chimney in the front compartment."

The party have been gifted first-class passage on a new arcane train designed to connect settlements on two sides of a mountain range. Normally, it would take days to make the trek between the two, but the train can do the journey in just a few hours. Not only is the train fast, but a new tunnel through the mountain provides a more direct route. Unfortunately, the tunnel's construction has disturbed the tomb of an ancient ruler. Once the train enters the tunnel, it is swarmed by ghoulish foes under the control of the famously violent figure, now a Wraith.

Important Characters

RION WHITTLESFORD

HALFLING, MALE, 33 (COMMONER)

Cheerful Rion happily shows the party to their seats, then excuses himself to tend to his other duties.

"The conductor wears a red cap and an olive overcoat. His brisk walk and wide smile are full of energy and enthusiasm for the trip ahead."

AGREN SCARBLOUSE

HUMAN-ELF, MALE, 56 (COMMONER)

Agren oversaw the build of the tunnel and train as its engineer and driver. He is blunt and matter-of-fact.

"The driver wears a navy-blue boiler suit, with the train company's logo stitched on the back."

PRISRAK 'THE SKULLTAKER' MYRRH

WRAITH, MALE, DIED 504 YEARS AGO (WRAITH)

Prisrak's soul has been unable to rest since his death, as punishment for his terrible actions in life.

"Dark, shadowy tendrils whip through the air, converging into the form of a man with long, grasping arms and a face of seething anger."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Banshee	12	58	+2	Terrible wail
Commoner	10	4	+0	Avoids combat
Ghoul	12	22	+2	Paralysing claws
Spectre	12	22	+2	Drains life
Wraith	13	67	+3	Creates Spectres

Suggested Story

Set the scene, have Rion greet the party and Agren announce the train's departure, then continue:

ALL ABOARD

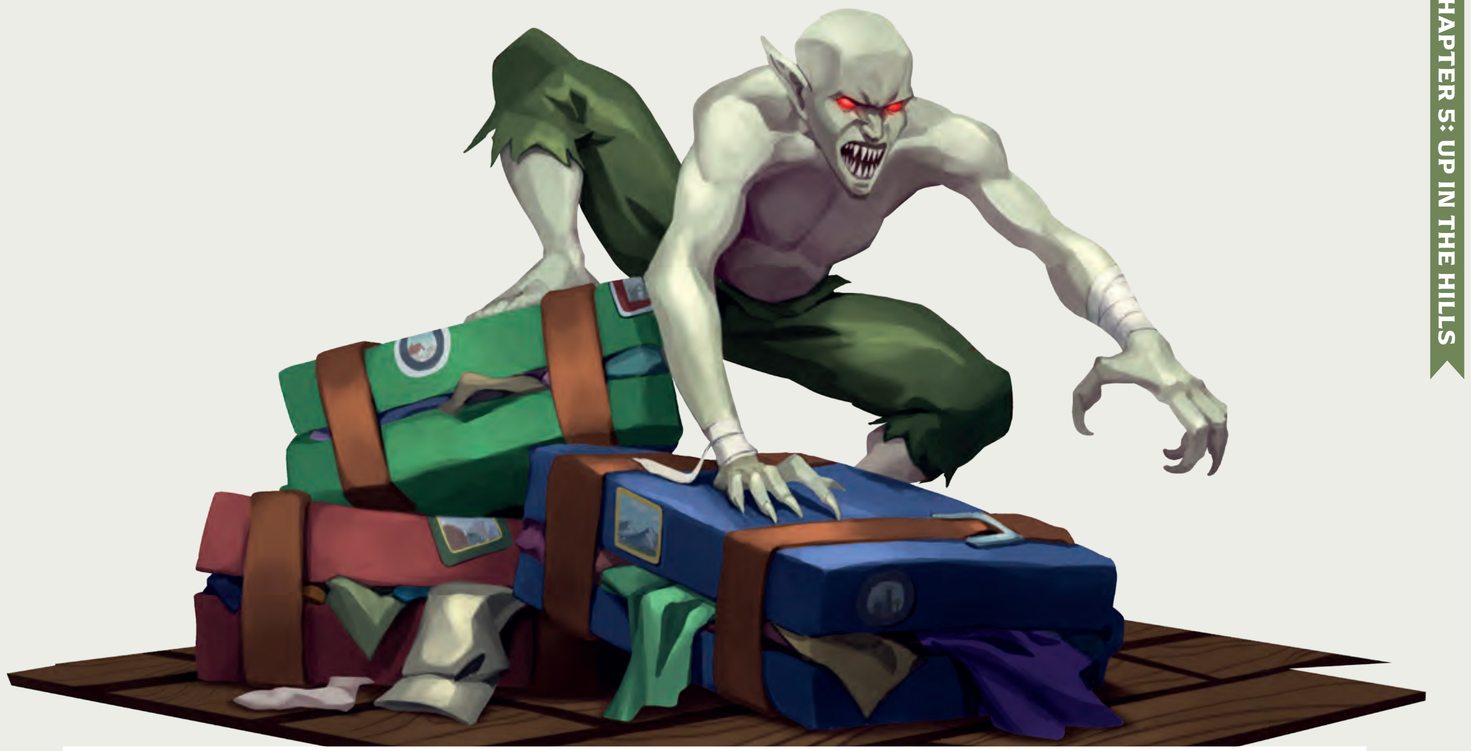
- As it enters the tunnel, the train dramatically picks up speed. The party are thrown from their seats. Agren's voice is heard screaming for help.
- Moving from their carriage at the end of the train, the party can investigate the cause of the chaos.

PASSENGER COMPLAINTS

- In the next carriage, two first-class passengers are cowering beneath a small bar. Two Banshees are tearing through the carriage, causing damage, screaming, and attacking anyone they see.
- In the next carriage, seven dead passengers (Spectres) sit staring out of the windows into the dark. If disturbed, they attack the party. After the first round of combat, three more Spectres arrive.

TRAIN OF TERROR

- Next, the party reach the luggage carriage, where three vicious Ghouls are climbing over suitcases. Prisrak appears during the fight; he is controlling the other undead, as well as two more Ghouls.
- As the party fight Prisrak, the train rocks violently, and the party will need to try to stay on their feet.
- When all of the undead foes are vanquished, Rion climbs out of a suitcase. He asks the party to check on Agren, while he helps any survivors.
- The party must heal Agren's wounds and release the stuck acceleration lever. This will allow him to slow the train and drive it safely to its destination.



Key Locations

TRAIN CARRIAGES

"Entering your carriage, you see no expense has been spared on the decor. The seats are plush velvet and lanterns cast a warm glow on the brass fittings."

There are two first-class carriages, one second-class carriage, a luggage store, and a driver's cab.

The Spectres drain most of the second-class passengers and stash their bodies on luggage racks and under seats.

INSIDE THE TUNNEL

"Passing through a domed gap in the rock, you are enveloped by the mountain. All you can see through your windows is glimpses of light reflecting off the obsidian tunnel walls. "

As the train enters the tunnel, the temperature drops, at first due to lack of sunlight, but then due to the chilling presence of the spirits.

The train only travels through the tunnel for about 20 minutes.

DRIVER'S CAB

"Welded metal panels form the driver's compartment. A round, steel door swings on its hinges, revealing a cylindrical cauldron below a sturdy chimney pot."

The driver's cab has fuel stores, access to the arcane engine, levers, and a panel of dials that show the speed of the train.

Agren lies severely injured in one corner of the cab. If healed, he can slow the train.

Secrets and Clues

1. The most highly coveted carriages are at the rear of the train, away from the noise of the engine.
2. Rion worked as a skyship's navigator for many years, and is excited about this new opportunity.
3. The train was funded by an investment company looking to make profits from quicker trade routes.
4. Agren was determined to drive the train himself on this important, inaugural journey.
5. Prisrak was sealed away deep in the mountain, and his horrific crimes were written out of history.
6. Agren's boss ignored archaeologists' objections to the tunnel's proposed route.

★ Quest Rewards ★

Representatives of the company Agren works for are waiting to greet the train at its terminus. They offer the party 500gp in compensation for the ghastly trip. The residents of the two towns build a statue to commemorate the party's heroic efforts.

Level ⑦-⑧ Adventure

EASIER: Try limiting the Spectre encounter to five Spectres, with no more rising during the fight. There could be only one Ghoul in the luggage carriage.

HARDER: There could be three Banshees, a total of twelve Spectres, and the Ghouls could be Ghasts.

LEADER OF THE PACK

MYSTERIOUS DEFENCE STONE CASTLE

Suggested Story

During a meal hosted by local noble Lord Phengarin, a man storms in, surrounded by a pack of mountain Lions who obey his snarled commands. He claims to be Phengarin's son, back to seek revenge after his father left him to die in on the hillside as a youth.

Important Character

BRAYLEN PHENGARIN
HUMAN, MALE, 21 (BERSERKER)
Long hair and a scraggly beard wraps round the man's face like a mane. He has distinctive golden-brown eyes.

Key Location

BANQUET ROOM
The largest room in Lord Phengarin's vast stone castle, the banqueting chamber is decorated with numerous family portraits and a large tapestry depicting the Phengarin family tree.

Expanding the Adventure

- Does Lord Phengarin recognise the intruder?
- Was the boy really left in the mountains and raised by Lions, as he claims?
- Can the party calm the tense confrontation?

VROCK SLIDE

ADVENTUROUS CONFRONTATION ROCKY NEST

Suggested Story

A nesting Vrock is causing stones and other debris to fall down the mountainside, damaging buildings and injuring local residents. A proactive merchant has organised an evacuation, and has also hired the party to climb the hill and shoo away the creature.

Important Character

GRAMISH O'CORT
HUMAN-ORC, MALE, 49 (NOBLE)
Gramish's large estate is outside the danger zone; he has invited his neighbours to shelter in his home.

Key Location

VROCK NEST
The Vrock's nest is 100 ft up a rock face that overhangs a mountain. At the base, a number of destroyed houses are surrounded by fallen boulders. Climbing up is made more dangerous by loose scree.

Expanding the Adventure

- What has drawn the Vrock to this location?
- Is there only one creature in the area, or is there a whole flock of Vrocks?
- How can the party persuade the creature to move?

CURSED CHALET

SPOOKY INVESTIGATION LUXURY RESORT

Suggested Story

A business owner offers the party a free stay in one of their luxury chalets. The only catch? The chalet has recently received a run of bad reviews, with guests claiming the premises is haunted. The party will need to quiet the spirits in order to enjoy a peaceful stay.

Important Character

ELRIX CAUSTEN
GNOME, FEMALE, 465 (COMMONER)
Retired carpenter Elrix relies on the income from her chalets; demands for refunds have left her struggling.

Key Location

EIGHT PINES CHALET
There have been reports of a ghostly figure, terrifying wails and strange lights in the trees outside this elegant, wooden home. A Banshee and a number of Will-o'-Wisps are to blame.

Expanding the Adventure

- Why is the Banshee haunting this specific chalet?
- Does the Banshee attack the party straight away?
- What other dangers lurk in the woods beyond the chalet? Is the Banshee keeping something else at bay?

Vertical climbs can be highly dangerous without the right equipment, and will certainly put your party's athletic abilities to the test.

AERIAL OUTLAWS

THRILLING INVESTIGATION MOUNTAIN SKIES

The party must take to the skies when they are hired to assist with a Mountain Ranger patrol mission. Riding on the backs of Giant Eagles will give the group a great vantage point, but also bring them directly into the flight path of the Bandits they seek.

→ Starting the Adventure

"You head towards the Giant Eagle aviary on the edge of town, where the airborne Mountain Rangers are situated. The group's leader, Cam, hired you to fly with him this afternoon. There has been major Bandit activity in the mountain pass over the past couple of weeks. Cam hopes that, with your help, he can find the culprits and bring them to justice."

Important Characters

CAMERON 'CAM' KRACHTIG
DWARF, MALE, 45 (VETERAN)
The Mountain Rangers' leader is also their best bird rider. He has a very close bond with his Giant Eagle.

KLYSTOS OMPHARIA
CENTAUR, MALE, 29 (CENTAUR)
Only surviving member of a trade delegation. Scared of the Bandits and the terrible beasts they flew upon.

DAVISS INBROT
DRAGONBORN, FEMALE, 51 (GLADIATOR)
This thief has trained two Wyverns, and uses them to raid travellers moving through the mountain pass.

Suggested Story

Set the scene, introduce Cam and have him show off the Giant Eagles in the aviary, then continue:

MOUNT UP, MOVE OUT

- Let the party choose their Giant Eagle mounts and run some flying training drills before setting off.

SMOKE WITHOUT FIRE

- Flying over the pass, the group spot smoke from a potential Bandit campsite. It turns out to be empty.
- Continuing, the party spot ransacked carts on the road. The only survivor is a badly injured Klystos. Cam needs to fly Klystos back to base, but asks the party to continue looking for the Bandits.

EAGLES VS WYVERNS

- Back in the sky, the party are ambushed by two Wyverns. Daviss and a Bugbear ride one, and two Bandit Captains ride the other. They try to board the party's Giant Eagles and take down the riders.
- If a flying creature is reduced to 0 HP, it starts to free fall. Unconscious riders fall off their mount.
- The Mountain Rangers will pay the party 100gp for each bandit returned alive, and 200gp for Daviss.

Key Locations

MOUNTAIN PASS – A meandering road through two colossal peaks provides a popular cut-through.

The gap between the two mountains acts as a wind tunnel, making flight down into the pass difficult for Giant Eagles, Wyverns or any other flying creatures.

RANSACKED CARTS – Three carts lie overturned in the middle of the mountain pass road. The wind blows loose trade documents and papers around the area.

The Wyverns slammed into the carts and tossed them around, making it easy for Daviss to pick up the spoils.

Secrets and Clues

1. Cam believes the Bandits are too dangerous for his rangers to engage with, so requested freelance help.
2. Klystos's delegation were travelling home after a week of discussions with a very stubborn noble.
3. Wyvern footprints, empty satchels and discarded stolen goods can be found at the abandoned camp.
4. Daviss and her crew have raided many wealthy victims recently, and are wearing fine stolen clothes.

Level ⑦-⑧

EASIER: Daviss could also be a Bandit Captain, and her bandit group could ride two mangy Griffons.
HARDER: You could replace the Wyverns with Cloakers, and the criminals could all be Weretigers.

TOTAL ECLIPSE

THRILLING DEFENCE COPPER STATUE

An eclipse is upon us, and the light from the Celestial Mother's statue is about to blink out. When it does, the area will be swarming with terrifying fiends. Can the party stave off the intruding horrors until the end of the solar event, when the statue's divine power returns?

→ Starting the Adventure

"As you walk through the hillside, you are put on edge by a figure stepping into your path. He looks over each of you with tears in his eyes and a smile on his face, then bows, prostrating himself on the hard ground. In his hands, he lifts up what looks to be a scroll and offers it to you. You can see, even from this distance, that each of your faces are perfectly captured on the parchment."

This figure is the High Prophet Malkali of the Celestial Mother's Watch, who has been seeking the party for many years. Malkali believes that the party are heroes, chosen by the gods, and that they will stop a brood of fiends from escaping into the Material Plane. The divine power within a nearby statue called the Celestial Mother normally keeps the fiends sealed away. However, once every 300 years, an eclipse occurs that causes the statue's power to wane, and the fiends to be temporarily set free.

Important Characters

HIGH PROPHET MALKALI YING

DWARF, MALE, 266 (PRIEST)

This peaceful and faithful prophet has watched over the Celestial Mother for almost 200 years.

"Malkali is adorned in robes and trinkets. His white, wiry hair and beard are the only things on his person that aren't pale-green in colour."

CALLAWAY BROADTITHE

HUMAN-ELF, NON-BINARY, 39 (PRIEST)

Callaway is head of the Celestial Mother's Watch, and is anxious that Malkali won't find any heroes.

"Callaway's green robes have a golden trim; their tall, ivory crosier accentuates their height."

JIXXL, THE FLESH FEASTER

HEZROU, 1000+ (HEZROU)

Jixxl is a malevolent fiend who seeks nothing more than to be free and to destroy the Material Plane.

"This disgusting fiend has the physiology of a 16 ft tall, bipedal toad. Sores riddle its skin, and its mouth is full of razor-sharp teeth."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Dretch	11	18	+0	Releases noxious gas
Hezrou	16	136	+3	Resistant to magic
Priest	13	27	+0	Healing abilities
Quasit	13	7	+3	Can turn invisible
Vrock	15	104	+2	Stuns with its screech

Suggested Story

Set the scene, have Malkali appoint the party and lead them to the preparation area, then continue:

HOLY HEADQUARTERS

- The party meet Callaway and two other Priests. Callaway explains that the scroll describes the heroes carrying out three rituals before the eclipse.

WORK TO BE DONE

- The statue must be barricaded by the heroes with heavy, anointed planks of wood. It is given an AC of 18, 20 or 22, depending on the party's efficacy.
- The heroes should charge the statue's crystal with one of their spell slots. The spell level given to the statue decides how many times it can cast Faerie Fire. The donor decides when the statue casts.
- The heroes must weave and wear sacred, mistletoe crowns. If crafted correctly, each offers its wearer the Protection From Evil and Good spell for an hour.

STATUE UNDER SIEGE

- The eclipse begins, darkness falls and lit torches are snuffed out. The statue's crystal flashes with light as waves of fiends appear in the surrounding area. The fiends' priority is destroying the statue, but will attack the Priests and party if provoked.
- Wave 1: ten Dretches and three Quasits.
  Wave 2: three Dretches, three Quasits and a Vrock.
  Wave 3: two Dretches and two Vrocks.
  Wave 4: five Dretches and Jixxl, the Flesh Feaster.
- The eclipse concludes. If the statue is destroyed, the Celestial Mother's Watch will flee and hide. If the party are successful, the Priests will rejoice and chronicle the battle in thick ledgers.

Key Locations

CRAGGY HILLSIDE

"The view across the valley becomes more and more magnificent the higher you climb. Birds and possums watch you from trees that line the pathway as you wander."

As the party follow Malkali, they will notice green fabric has been tied to some trees, marking the path back to the Celestial Mother.

The sun begins to dim slightly, as the eclipse is beginning.

PREPARATION AREA

"Priests are lighting torches in the rocky area around the statue, while others are studying the sun with complex equipment. A handful of tents and green flags line the perimeter."

The Celestial Mother's Watch is made up of Malkali, Callaway and two other Priests who reside here.

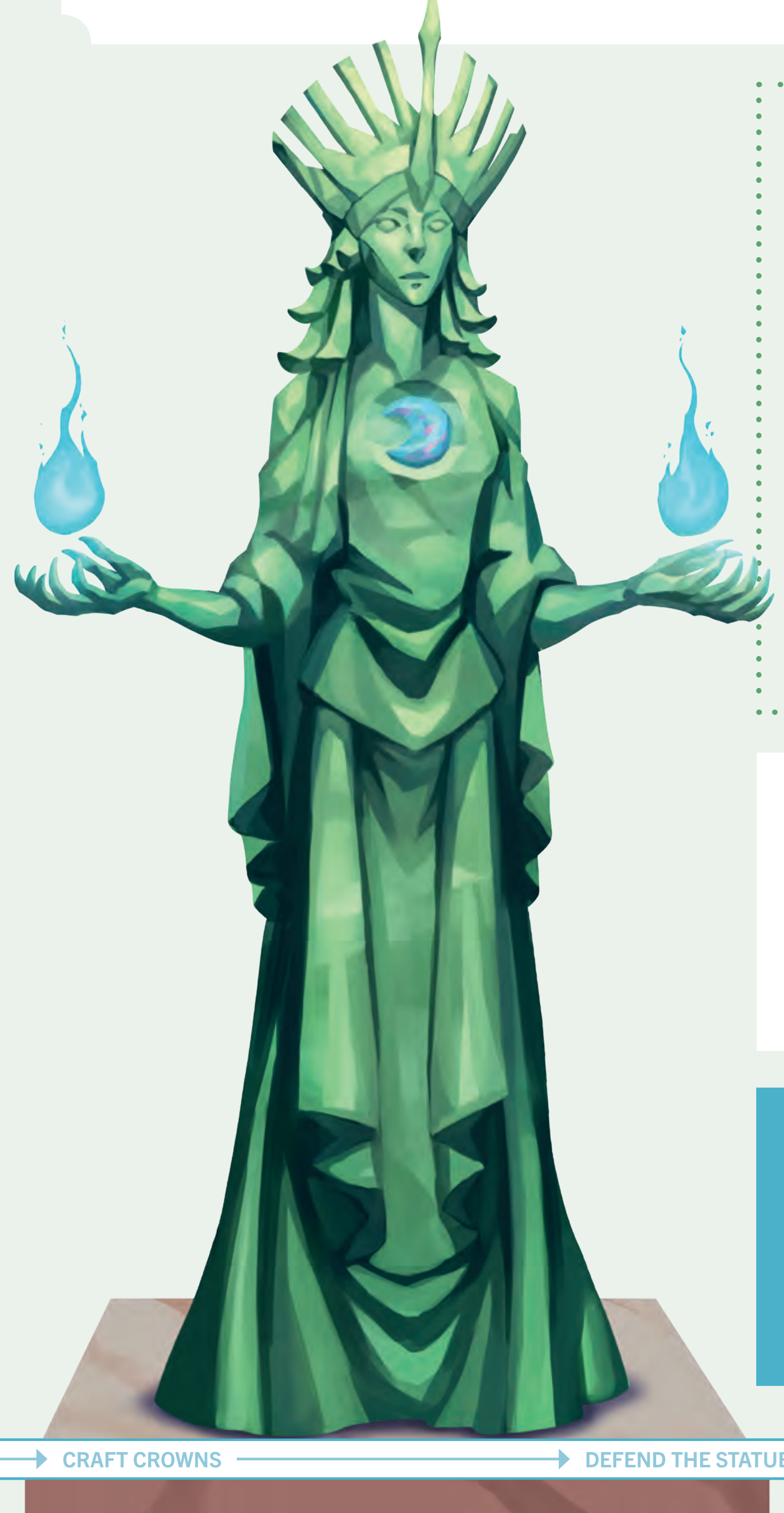
By religious law, there are certain tasks that only the foretold heroes are able to carry out.

THE CELESTIAL MOTHER

"The impressive, green statue looks out wistfully over the valley. Light emanates from her hands and the moon-shaped crystal embedded in her chest."

A brood of fiends were sealed within the crystal in the statue's chest millennia ago. This magic fades during the eclipse, causing the horrors to stream out.

The statue has 200 HP. Its AC is determined by the barricades.



Secrets and Clues

1. The scroll that illustrates the party was drawn by Malkali's predecessor, 285 years ago.
2. Each Priest in the Celestial Mother's Watch has been through a strict training regimen to prepare.
3. Jixxl's brood was bound into the moon-shaped crystal many years ago by a cleric named Gaarfeld.
4. The party are the ninth group of heroes who have defended the Celestial Mother since it was built.
5. The Celestial Mother's design is based on ancient drawings of the moon personified as a woman.
6. Any defeated fiends are warped back into the crystal and locked away until another eclipse.

★ Quest Rewards ★

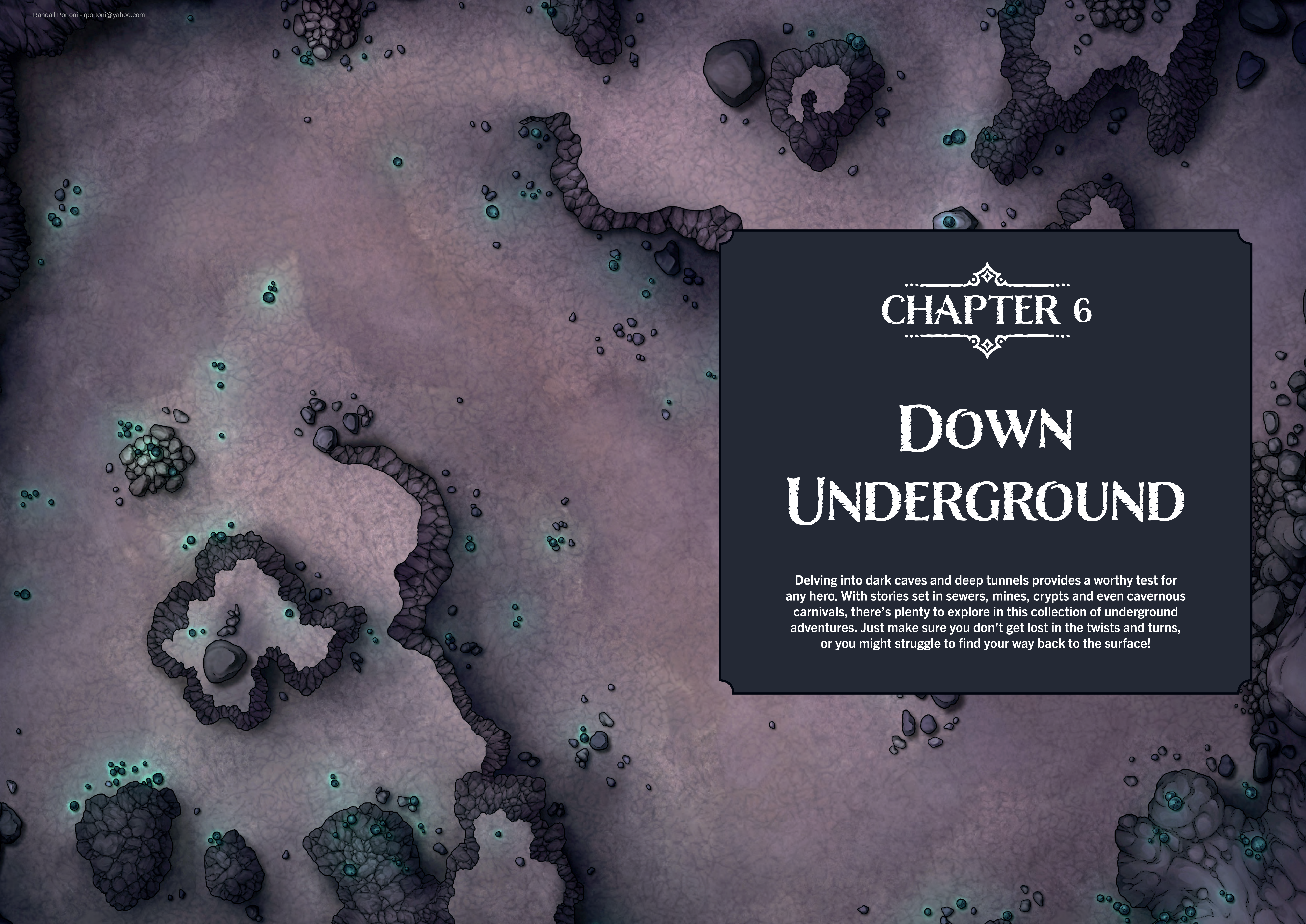
Malkali promises the party a small chest holding four pearls, three garnets and two diamonds (each gem worth 100gp). Callaway will gift the party Gaarfeld's Greatsword (Flame Tongue), if they succeed, but asks that they return it before the next eclipse.

Level ⑦-⑧ Adventure

EASIER: You could swap the Vrocks for Hell Hounds and Jixxl could be an evasive Incubus.

HARDER: You could remove wave one and add an additional wave at the end of the fight featuring a Horned Devil and two Quasits.

MEET THE PRIESTS → SET UP BARRICADES → CHARGE THE CRYSTAL → CRAFT CROWNS → DEFEND THE STATUE → ECLIPSE CONCLUDES



CHAPTER 6

DOWN UNDERGROUND

Delving into dark caves and deep tunnels provides a worthy test for any hero. With stories set in sewers, mines, crypts and even cavernous carnivals, there’s plenty to explore in this collection of underground adventures. Just make sure you don’t get lost in the twists and turns, or you might struggle to find your way back to the surface!

ASHES TO ASHES

SPOOKY   INVESTIGATION   MANSION CHAPEL

A grieving family fears that their loved ones cannot rest in peace, as strange, unexplained disturbances are plaguing the family crypt. The party will find that the suspected visitors from beyond the grave are actually elemental pests from an entirely different realm.

→ Starting the Adventure

"It would be easy to mistake the grounds of the Arnoult family home for a small village. The family abode is a palace, surrounded by vast parkland. The private chapel that you have been called to stands as tall as many places of public worship you've seen. As you knock on the chapel's large, ornate doors, a soft voice from within bids you enter."

In the chapel, waiting for the party, is Lady Amelia Arnoult. She has hired the party to investigate frightening phenomena that have made her family crypt a place of terror, rather than peace. Amelia is joined by the family priest, who will go with the party in case his knowledge of the crypt can be of assistance. The priest fears a fiend has set light to the resting place of a recently deceased family member. In actual fact, a magical ring worn by the late Lord Willard is allowing creatures from the Elemental Plane of Fire to enter the crypt through a series of portals.

Important Characters

LADY AMELIA ARNOULT

HUMAN, FEMALE, 51 (COMMONER)

A senior member of the Arnoult family. She wears full mourning dress, following the death of her uncle.

"You can hardly see her face from behind her black mourning veil, but her soft sniffs suggest that she's holding back tears."

FRIAR AMANTI VESTO

DWARF, MALE, 264 (ACOLYTE)

The friar sees it as his duty to support the family in life and death, so wants to assist the investigations.

"With one hand, Friar Amanti holds a vial of holy water; with his other hand, he rubs the symbol of a deity that hangs around his neck."

LORD WILLARD ARNOULT

HUMAN, MALE, DIED 2 WEEKS AGO (COMMONER)

An eccentric collector of trinkets who was beloved by his family. He recently died of natural causes.

"A golden mask covers the figure's face and fine clothes adorn his undisturbed body."

Suggested Story

Set the scene, have Lady Amelia and the Friar meet the party at the family chapel, then continue:

DISTRESSING DISTURBANCES

- Lady Amelia describes the strange noises, thick smoke and intense heat that have been witnessed.
- Friar Amanti volunteers to join the party in their investigation, and shows them to the crypt.

CRYPT CRITTERS

- Descending into the crypt, the party see glowing lights ahead. Five angry Giant Fire Beetles attack.
- Further in, thick smoke obscures the party's vision; suddenly, four Steam Mephits ambush them.

TOO HOT TO HANDLE

- The party reach four metal gates. The gate they need is red-hot and the latch is melted shut.
- Past the gate, the temperature rises as the party make their way to Lord Willard's coffin. Three Magmins appear through different portals. They are the source of the strange sights and noises.
- The Magmins are causing chaos, and there are fires in the coffin chamber that could hurt the party. The Magmins are shocked to see the party, and attack.

EXTRAPLANAR PROBLEM

- Friar Amanti suspects that one of Lord Willard's possessions might have caused the portals to appear. Finding and removing Willard's Ring of Fire Elemental Command will close the portal.
- Lady Amelia thanks the party for removing the Magmins. She is relieved the crypt is now safe.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Acolyte	10	9	+0	Protective spells
Commoner	10	4	+0	Club (lit torch)
G. Fire Beetle	13	4	+0	Illuminates the area
Magmin	14	9	+2	Explodes in a fireball
Steam Mephit	10	21	+0	Scolding-hot breath

Key Locations

FAMILY CHAPEL

"The stunning stained-glass windows you saw from outside have been draped with black gauze and the wooden pews are topped with black cushions."

The chapel's opulent decorations have been covered, as the family is still in mourning.

Lady Amelia and Friar Amanti are stood at the front of the chapel. The entrance to the crypt is through iron gates near the back.

UNDERGROUND CRYPT

"As you descend into the crypt, elegant wall sconces illuminate marble surfaces etched with the Arnoult family crest."

The party enter into a long corridor full of pests and thick smoke, which functions like the Fog Cloud spell.

Beyond this, the crypt splits into four gated chambers. Strange noises and lights are coming from the gate that is red-hot to the touch; its melted lock cannot be picked.

COFFIN CHAMBER

"This chamber houses four raised, marble coffins, each on their own dais. Charred flower petals drift along the floor."

The Magmins come and go through shimmering portals in the blackened stone wall; flames can be seen on the other side. The Magmins have broken many decorative urns and vases.

Scorches mark Lord Willard's coffin. The lid is heavy to remove.

Secrets and Clues

1. Lord Willard was buried last week. Eerie smoke and audible motion started shortly afterwards.
2. Lady Amelia suspected a fire in the crypt, but the Friar sensed an unearthly being was to blame.
3. Lady Amelia is afraid of what lies in the crypt, and other family members won't even enter the chapel.
4. Lord Willard was buried with different trinkets from his collection, according to his last request.
5. The Ring of Fire Elemental Command is wrapped firmly around Lord Willard's right thumb.
6. The ring has been creating portals at random, since the person it was attuned to passed away.
7. Passing through the ring's portals inflicts significant fire damage, unless you are immune.
8. The unwelcome Steam Mephits, Giant Fire Beetles and Magmins all used portals to enter the crypt.
9. Friar Amanti has served as a live-in priest for the Arnoult family for many generations.
10. The Magmins set things on fire for fun, and see the party as objects that are not yet on fire.

★ Quest Rewards ★

Lady Amelia pays the party 200gp, she also gives them a letter of recommendation. Friar Amanti takes the Ring of Fire Elemental Command to pass onto Lord Willard's brother. Two Potions of Fire Breath can be found in Lord Willard's trinket collection.

Level ①-② Adventure

HARDER: You could replace the four Steam Mephits with five Magma Mephits, and increase the number of Magmins in the coffin chamber to six.

EVEN HARDER: During the Magmin fight, try having a Salamander crawl through one of the fiery portals.

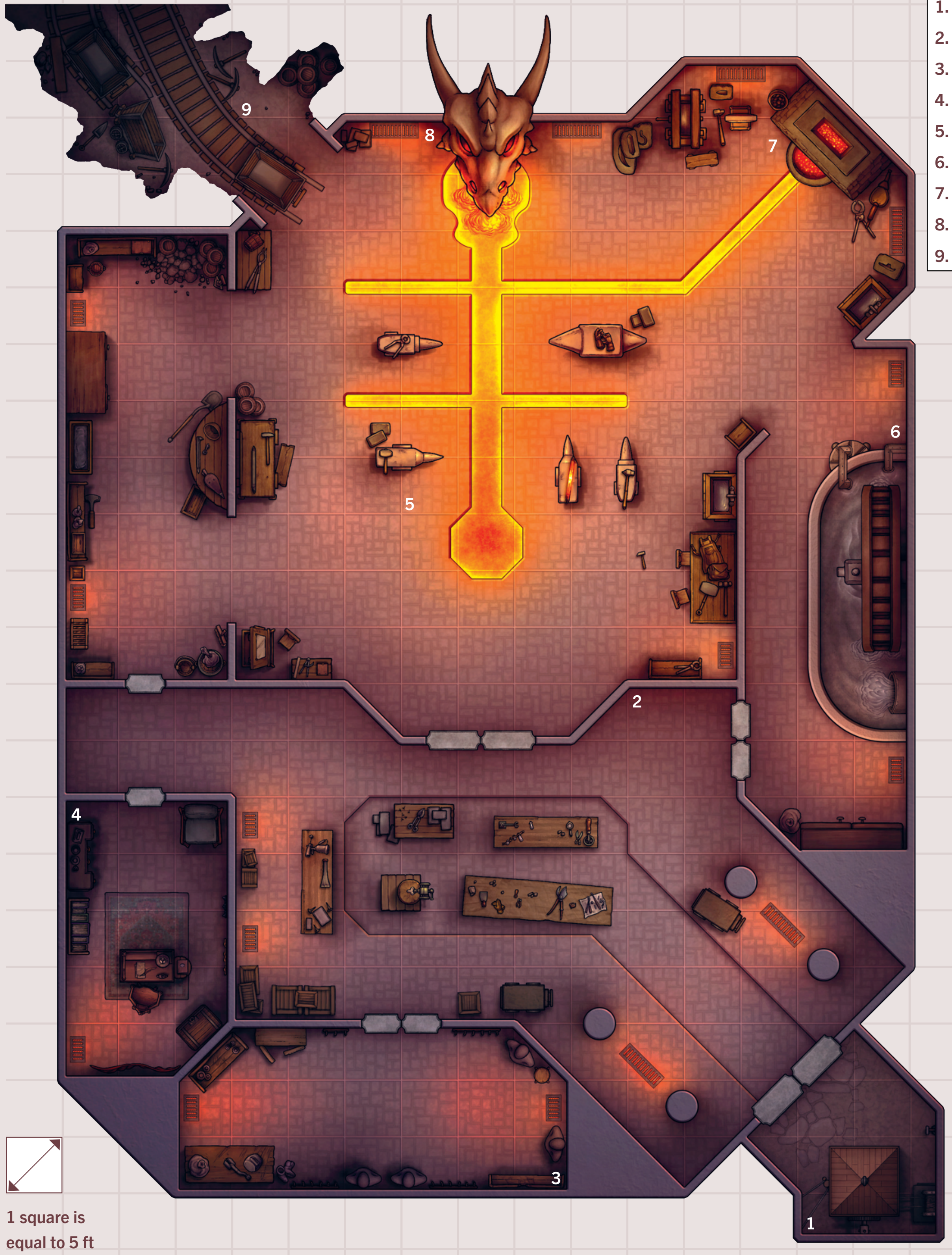
CHAPEL CHAT → ENTER THE CRYPT → CORRIDOR RISKS → THROUGH THE GATE → MEET THE MAGMINS → SECURE THE RING

FORGING A FUTURE

ADVENTUROUS DELIVERY UNDERGROUND FORGE

Can the party keep a promise, and help a blacksmith relight the underground forge that her ancestors once used for traditional crafts? If they are to succeed with this gruelling task, the party will need to keep their cool in the face of some heated encounters.

THE DRAGON HEARTH FORGE



KEY

1. Lift shaft
2. Workshop
3. Supply room
4. Office
5. Foundry
6. Water wheel
7. Furnace
8. Dragon hearth
9. Mine tunnel

1 square is
equal to 5 ft

→ Starting the Adventure

"While at the local tavern, you began talking to a blacksmith named Brigit. She lamented the fact that the crafts her community was once known for are now dying out. Her pleas to restore these lost arts by reopening a historic forge under the town have been rejected by her elders. Inspired, you found yourself offering to enter the forge and relight it yourselves."

Important Characters

BRIGIT VESTWELL

DWARF, FEMALE, 43 (DUERGAR)

Brigit 'borrowed' the stones needed to relight the forge, but wasn't able to complete the task alone.

"Brigit's sleeves are rolled up to her elbows, revealing muscular forearms. Each of her wrists is adorned with a hammered metal cuff."

RYL TAAFFE

GNOME, MALE, 163 (DEEP GNOME)

A gemologist who has been studying the old forge's tunnels and recently found a vein of gemstones.

"He points a sharp chisel in your direction and peers at you through enormous brass goggles."

SYL SPINEL

GNOME, FEMALE, 35 (DEEP GNOME)

As Ryl's apprentice, Syl tends to let him do the talking and follows his instructions when asked.

"Stocky Syl carries three bags and has multiple tools hanging from her belt. She appears to carry out more laborious tasks than her boss."

Suggested Story

Set the scene, have Brigit explain the three steps required to safely relight the forge, then continue:

LOWER THE LIFT

- Brigit gives the party two magical stones to restart a traditional, arcane melting system in the forge.
- Brigit takes the party to the top of a lift shaft, but they need to remove a padlock to gain entry.

HEATING UP

- The party descend; the lift cable snaps before they reach the floor, dropping them the remaining 10 ft.
- Only the doors to the workshop, supply room and office are open. Searching will uncover keys to the other areas, but also disturb two Swarms of Bats.

GO WITH THE FLOW

- First, the party must restart the water wheel. The pipe that feeds the wheel is blocked with stalactites, which are actually three Darkmantles.
- Second, the party must restock the furnace with coal. They find Ryl and Syl hiding in a mine cart; the pair try to fight the party, but will surrender if the party explain their task or injure them.

FIRE UP THE FORGE

- Third, the party must place the magical stones in the dragon hearth's eye sockets at the same time as lighting the furnace. If they aren't in sync, the hearth will spit fire and then splutter out.
- Ryl and Syl help the party tunnel back to the surface. They offer to work with Brigit to make the forge a success, by supplying gemstones for the armour she creates.

Key Locations

LIFT SHAFT — A hut on ground level houses a rickety lift, which must be manually lowered using a winch.

As the party descend, the temperature drops and the air becomes damp and stale. Attempts to secure the lift reduce fall damage, but cannot stop the cable breaking.

OLD FORGE — Scrap metal litters the floor of the abandoned workspace. Dusty tools, safety gear and medical supplies have been left in the supply room.

In the main chamber, there is a huge metallic dragon's head with a gaping mouth and two empty eye sockets.

Secrets and Clues

1. The Dragon Hearth Forge used to produce armour, until poor sales put it out of business fifty years ago.
2. The town elders feared the old forge was too unsafe to be reopened and would not make any profits.
3. The two magical stones look like opals. They were removed for safekeeping when the forge was closed.
4. Ryl and Syl were curious about the forge's potential, but did not know how to relight the dragon hearth.

When your party first descend into the forge, cover up any rooms that are locked. Reveal them only once the keys are found.

Level ①-②

HARDER: Ryl and Syl could both be Duergar researchers. A Black Pudding could block the water pipe.
EVEN HARDER: You could replace the gnomes with a lonely Stone Giant, and two Black Puddings could block the pipe.

FOOL'S GOLD

MYSTERIOUS DEFENCE COAL MINE

Suggested Story

Bags of coins have been appearing in a coal mine, with no explanation. The news has prompted inexperienced locals to brave the unstable tunnels looking for their own windfall. The party are employed to guard the mine entrances, but will they also join the gold rush?

Important Character

RICKARD MERRYWHISTLE
HUMAN-ORC, MALE, 32 (COMMONER)
One of the first miners to find a bag of coins, Rickard has become obsessed with collecting more riches.

Key Location

MINE WATCHTOWERS
There are four watchtowers at each corner of the mine, each leading to a spiralling underground tunnel. The towers are all linked with arcane communication devices that allow guards to report what they can see.

Expanding the Adventure

- Who is responsible for the presence of the coins in the mine? Are their motives charitable or corrupt?
- Will the party have to rescue any locals from harm?
- What will the party find if they explore the mines?

UNDER NEW OWNERS

LIGHT-HEARTED DEFENCE UNDERGROUND TAVERN

Suggested Story

The party are left in charge of an underground tavern for the night, while the proprietor has a rare weekend off. The tavern was built 50 years ago, as a secret meeting place for rebels. Now, it is a well-known spot for live music, but you still need a password to get in!

Important Character

ALWIN 'AL' MOGSRAVE
HUMAN, MALE, 64 (THUG)
Few customers are brave enough to start trouble when the bar's intimidating, no-nonsense owner is around.

Key Location

THE HUSHED WHISPER
The tavern is built below a row of shops. Patrons must give a password to a magical statue, descend a dark stairway, and then knock on the bolted door before entering the candlelit establishment.

Expanding the Adventure

- What tasks must the party carry out in the tavern?
- Are there any demanding musical acts playing tonight? Can the party keep the performers happy?
- Will the party be able to break up any bar brawls?

PARTY SPIRIT

THRILLING CONFRONTATION PUBLIC CATACOMBS

Suggested Story

Every year, residents gather in the city catacombs for a festival to celebrate their ancestors. While helping set up for the event, the party hear loud explosions. Restless Flameskulls have started exploding and risk ruining the celebrations, if they aren't contained.

Important Character

STELLA MONTGIRARD
DWARF, FEMALE, DIED 104 YEARS AGO (GHOST)
One of the many benevolent spirits residing in the catacombs, who is happy to act as the party's guide.

Key Location

CATACOMBS
Beneath the city is a cavernous system of catacombs, where citizens are laid to rest. A beautiful, central chamber with a vaulted ceiling is the venue for a banquet, music and dancing in honour of the dead.

Expanding the Adventure

- What has triggered the Flameskulls to attack?
- How many Flameskulls are hidden in the catacombs, and can the party find them all before they explode?
- Can the issue be solved before the festival begins?

Add a sense of jeopardy to underground adventures by cutting off tunnels behind the party, forcing them to venture deeper within.

BEST FIENDS FOREVER

LIGHT-HEARTED DEFENCE VALLEY CAVES

The party are swept up in a feud between a talking Raven, Spider and Rat. Little do they know, the three animals are Imps who love causing chaos and playing pranks on one another. How far will the Imps' fiendish games go, before enough is enough?

→ Starting the Adventure

"Trekking through the valley has been arduous, but not especially hazardous. You feel as though your walk today has come to an appropriate end, and look for a space to set up camp. A plateau nearby seems perfect, and would offer a beautiful view of the clear night sky. As you wander over with your bags, a Raven perches down in front of you, and asks your names."

Important Characters

RAVENNA
IMP, FEMALE, 1000+ (IMP)
Shapeshifted into a Raven. A prank played by Rattie and Rachnid messed up her perfectly tidy cave.

RATTIE
IMP, MALE, 1000+ (IMP)
Shapeshifted into a Rat. Collects shiny objects and enjoys the weird and wonderful effects they produce.

RACHNID
IMP, FEMALE, 1000+ (IMP)
Shapeshifted into a Spider. She enjoys teasing and tormenting creatures that she traps in her webs.

Suggested Story

Set the scene, have Ravenna act injured and tell the party her home has been destroyed, then continue:

FLY THE COOP

- Ravenna offers the party 10gp to escort her to a nearby cave that she hopes to make her new home.

HOUSE VIEWINGS

- In the cave, the group find odd crystals. Ravenna offers the party 10gp if they clear the crystals.
- Rattie comes home and attacks the party, but flees when injured. Ravenna declares that this cave is too risky, and offers 10gp to take her to another.
- In the next cave, the group find creatures trapped in cobwebs. Ravenna offers the party even more gold to free the creatures and clear the webs.
- Rachnid attacks the party, but also flees if injured. Ravenna offers more gold to find yet another cave.

BIRDS OF A FEATHER

- Ravenna takes the party to her own cave, where a weakened Rattie and Rachnid are hiding. The trio make up and decide the party are their true enemies. They turn on the party and attack.

Key Locations

RATTIE'S RESIDENCE – The crystals are rare items that Rattie stole from a merchant. They hold Grease, Sleep and Sacred Flame spells, and trigger if touched.

The cave meanders around and opens up into a small chamber where Rattie conducts his weird experiments.

RACHNID'S RETREAT – Helpless squirrels, rabbits and mice are caught in Rachnid's thick webbing. The webbing acts as if it was cast using the Web spell.

The cavern is dark and narrow. It leads to Rachnid's nest of critter bones and stinking, half-eaten remains.

Secrets and Clues

1. Ravenna pretends to need a new dwelling, hoping to trick the party into trashing the other Imps' caves.
2. Ravenna falsely claims a kind fey entity granted her speech, along with many other animals in the area.
3. The Imps stay in beast form to hide their nature, but revert to their true forms when attacking the party.
4. The Imps were summoned by the same master, who forgot about their existence and abandoned them.

Level ①-②

HARDER: Rattie could use a Mass Cure Wounds crystal to get the Imps up to full health before the final fight.
EVEN HARDER: More of Rattie, Rachnid and Ravenna's Imp friends could join the final fight with the party.

WEB SEARCH

SPOOKY RESCUE CITY SEWERS

A web of unsettling enemies and unlikely allies await the party as they descend into the bowels of the city. Can they find the sewer workers who have recently disappeared and solve a subterranean mystery, or will they be ensnared by the same sticky fate?

→ Starting the Adventure

"The entrance to the sewers is heavily signposted with warnings telling people to stay away. However, you suspect the foul stench serves as more of a deterrent than any sign could. Today, the smell is the least of your worries. You will soon be venturing into the sewers themselves and, as you were told when you took this job, the last people who entered those tunnels are yet to make it back out..."

An Ettercap has moved into the city sewers, shepherding hordes of Giant Spiders with it. The new residents have blocked up the underground pipes with their webs and have been capturing any sewer workers who venture down to find out what's going on. The unruly Ettercap's presence is also causing issues for a peaceful Drider who has been surreptitiously living in the sewers for many years, without bother. She may be discovered, and her safe haven destroyed.

Important Characters

LILAH BRIDGES

HUMAN, FEMALE, 30 (COMMONER)

Lilah works as clerk for the company that maintains the sewers. Her brother Matty has gone missing.

"Her pristinely kept uniform and formal manner of speech seem at odds with the less than immaculate surroundings."

USIKU LYCOSTRA

DRIDER, FEMALE, 215 (DRIDER)

A reclusive Drider. The tunnels on the way to the Ettercap nest are too small for her to climb through.

"White hair frames a face with eight expressive red eyes — two where you would expect, and three smaller ones below each of those."

MATTY BRIDGES

HUMAN, MALE, 36 (COMMONER)

Lilah's brother felt the company's rescue efforts weren't good enough, so took on the task himself.

"Strands of web cling to his shaking form. He looks very weak and is struggling to stand."

Suggested Story

Set the scene, introduce Lilah, then continue:

ON THE TRAIL

- Lilah tells the party about her brother, then unlocks the sewer gates so the party can descend.
- Midway through the first tunnel, the party reach a section of floor covered by webbing that acts like the Web spell. Three Giant Spiders attack the moment the webbing is disturbed.

TANGLED TUNNELS

- Giant Spiders defeated, a Dancing Lights spell appears in the distance. As the party investigate, Usiku calls out and tells them not to be scared.
- Usiku explains that she's lived in the sewers for years, but her new Ettercap neighbour is a danger to the city and her peaceful life. She points the party in the direction of the Ettercap nest where she believes the missing workers are.

ALL WRAPPED UP

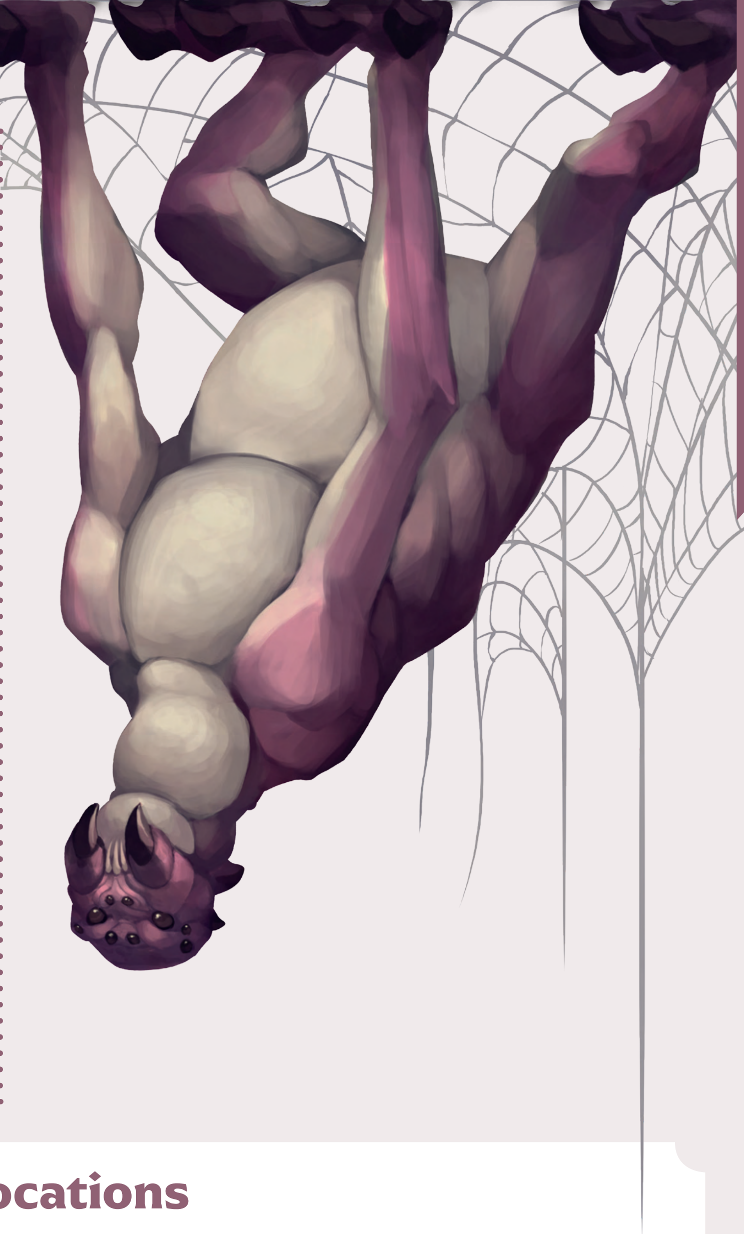
- To get to the nest, the party must carve their way through thick webs. They find three sewer workers on their way, who are cocooned in webbing.
- As the party reach the nest, they see the Ettercap carrying Matty, struggling in a cocoon. Sensing the party, the Ettercap will attack, along with a Giant Spider and two smaller Swarms of Spiders.
- During the fight, Matty is dropped down a narrow pipe. Once the fight is over, the party must pull Matty out and release him from the webs.
- Before the party leave, Usiku will offer them a gift. At the surface, Lilah rewards the party.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (old sewer pipe)
Drider	19	123	+3	Sensitive to sunlight
Ettercap	13	44	+2	Sticky webbing
Giant Spider	14	26	+3	Climbs on ceilings
Sw. of Spiders	12	22	+1	Piercing bite

Secrets and Clues

1. The blockages started two weeks ago; the team of three workers went missing one week ago.
2. The company have made rescue plans, including hiring the party, but action has been slow.
3. Matty stole keys from Lilah's office, so he could go to try and find his missing friends alone.
4. Usiku tried to reason with the Ettercap when it first arrived, but it did not engage with her.
5. The Ettercap built its nest in an area of the sewer that is rarely visited by a maintenance team.
6. Usiku has often been the subject of mistrust and is fearful of being mistaken for an enemy.
7. Usiku mostly stays on her web; smaller, native spiders told her about the missing workers.
8. The Ettercap's spider brood are reproducing, and threaten to cause bigger problems for the city.
9. One of the three webbed workers can be found badly poisoned, the two others have died.
10. Usiku can easily produce antivenom that will stabilise anyone poisoned by a Giant Spider.



Key Locations

SEWER ENTRANCE

"The outside light ebbs away as you descend into the sewers. Your other senses detect slow dripping sounds and the rank smell of concentrated waste."

There is a long, narrow ladder that the party must climb down to reach the sewer tunnels.

The party make slow progress through the dark tunnels, due to the webbing and debris that has clogged the pipes.

USIKU'S WEB

"Soft, purple lights illuminate a raised tunnel that seems to lead to an older, disused part of the system. Beyond it, lies a cavernous chamber full of webs."

Usiku lives in an abandoned section of the sewers. She has constructed a vast, architectural web in an old flood chamber.

If attacked by the party, Usiku will only act to de-escalate the fight and attempt to tell them her story.

ETTERCAP NEST

"This nest has none of the careful elegance of Usiku's home. Sticky webbing covers every surface, as do the spiders responsible for the mess."

Spider webs cover the nest floor, and disguise open pipes that the party may fall down into.

Matty is dropped into one such pipe, and comes to rest in a bend 10 ft down. The web cocoon protects him from fall damage.

★ Quest Rewards ★

The sewer company will pay **250gp** if the Ettercap problem is cleared, and Lilah adds **100gp** of her own money if the party can save Matty. Usiku gifts the party a pair of **Slippers of Spider Climbing** that she has made from her own silky webbing.

Level ③-④ Adventure

EASIER: Try swapping the Giant Spiders for Swarms of Spiders, and having the Ettercap alone in its nest.

HARDER: There could be two Phase Spiders in the first web trap, and the nest could contain a pair of Ettercaps, two Giant Spiders and a Phase Spider.

ON THE SURFACE → INTO THE TUNNEL → WEB ATTACK → MEET USIKU → ETTERCAP NEST → SAVE MATTY

WIN OR OOZE

THRILLING · ACQUISITION · CRYSTAL-LINED CAVE

A keen inventor has a lightbulb moment when he hears news of an ooze in his local area. He believes the creature's secretion can be used in his new experiment, and needs the party to collect a sample. However, he isn't the only one who wants a slice of the slime!

→ Starting the Adventure

"The job you took from the noticeboard in town was scruffily written and signed by a scientist named Dr Uligo Limus. Seeking 'keen-minded adventurers with a passion for science', he offers to pay well in return for assistance with his latest experiment. You follow the instructions on the reverse of the note and, after a day's travel along a craggy road, make your way to a secluded, metallic tower."

Uligo is on the brink of a breakthrough. He thinks that by utilising an Ochre Jelly's rubbery secretions, he can harness lightning to power his latest invention: fluorescent bulbs of everlasting light! Uligo knows just how rare Ochre Jellies can be, and has waited years to get his hands on a sample of one. Now, as luck would have it, there are reports that a yellow ooze recently forced a local tourist spot to shut down. Uligo wants a slice, but would rather the rest of it be destroyed than fall into the wrong hands.

Important Characters

DR ULIGO LIMUS
ELF, MALE, 113 (NOBLE)
Uligo is a disorganised scientist, who often causes accidents in his lab. He is an expert on oozes.

"Uligo scratches his face when he contemplates a new idea, which is evident from the greasy smudges that his dirty gloves have left behind."

BRIAN 'BUTCHER' BLABBIDGE
HUMAN, MALE, 45 (BANDIT CAPTAIN)
The leader of the Butcher's Boys gang. He hopes to capture the Ochre Jelly and use it as a weapon.

"This thug's crocodile-leather armour stretches over his enormous physique. Bruises, scars and fresh scabs pepper his exposed arms."

KERTEE ZHUNDANK
BUGBEAR, FEMALE, 38 (BUGBEAR)
The leader of the Red Claw gang. She wants to capture the ooze and use it as a trap in her hideout.

"Kertee wields a mighty morningstar with one of her furry hands, unbothered by its huge weight."

Suggested Story

Set the scene, have the party enter Uligo's tower, describe his workshop, then continue:

OOZING WITH POTENTIAL

- After welcoming the party, Uligo explains that he needs them to source a small sample of an ooze from a nearby cave. He explains how to split the Ochre Jelly into smaller, easier-to-handle entities.
- The party follow Uligo's directions to a nearby tourist destination called the Crystal Caves.

TOURIST TRAP

- Acting as safety officials, four Bandits block the entrance to the cave and deny the party access. They attack the party if they try to get past.
- When the party enter the cave, two Bandits have crossed over a chasm and cut the rope bridge behind them. The party must find a way across, while the Bandits fire arrows at them.

THREE'S A CROWD

- The party arrive in the central cave shortly after Butcher and a final Bandit. They also discover Kertee and a Bugbear, who were already in the cave and are currently battling a large Ochre Jelly. A free-for-all brawl begins between the rival groups.
- In order to secure the sample, the party could join the fight, create an alliance, or try to sneak past.

THE SAMPLE RETURNS

- When slashed into small enough pieces, the Ochre Jelly can be captured in a jar for safe transport.
- If the party successfully deliver a sample to Uligo, he will thank them and gift them a prototype bulb.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Bandit	12	11	+1	Carries two weapons
Bandit Captain	15	65	+3	Can parry attacks
Bugbear	16	27	+2	Strong in melee
Noble	15	9	+1	Very insightful
Ochre Jelly	8	45	-2	Divides when slashed

Key Locations

ULIGO'S WORKSHOP

"Acrid-smelling experiments bubble away on several untidy workstations dotted around Dr Uligo's austere lab. A large machine in the centre of the room connects to lightning rods on the tower's exterior."

Jars, components and books line the shelves around the metallic interior, and more litter the floor.

A stack of dirty dishes is piled next to a hammock at the rear.

CAVE ENTRANCE

"Gaudy signs welcome potential customers to explore the Crystal Caves. Small, wooden booths outside are currently manned by wary safety officials."

Disguised Butcher's Boys are barring entry to the caves. Their bandanas and weapons might give them away.

Inside, a rope bridge hangs over a 10 ft drop onto sharp stalagmites. Beyond, a long tunnel curls around to the central, crystal-lined cave.

THE CRYSTAL CAVES

"The centre of this cavern is lit up by stunning crystals that twinkle and glow. Sticky, yellow mucus hangs from the stalactites on the ceiling and slowly drips to the cold floor."

An Ochre Jelly has made this cave its home over the last couple of days, and has covered the stone surfaces in a slippery secretion.

The crystals are roped off to stop tourists from touching them.

Secrets and Clues

1. Oozes can be used as weapons or traps, so Uligo wants the party to destroy all but his small sample.
2. The Crystal Caves are popular with geologists, druids and students who are studying nature.
3. The Red Claw gang arrived in the caves ahead of Butcher's Boys; their footprints are faintly visible.
4. Butcher wants to use the Ochre Jelly as part of a new weapon he has created, 'the slimelauncher'.
5. Kertee wants to place the ooze in a new pit trap in her base to catch snooping rival Bandits.
6. Butcher's Boys stole official uniforms, cones and clipboards from a construction company in town.

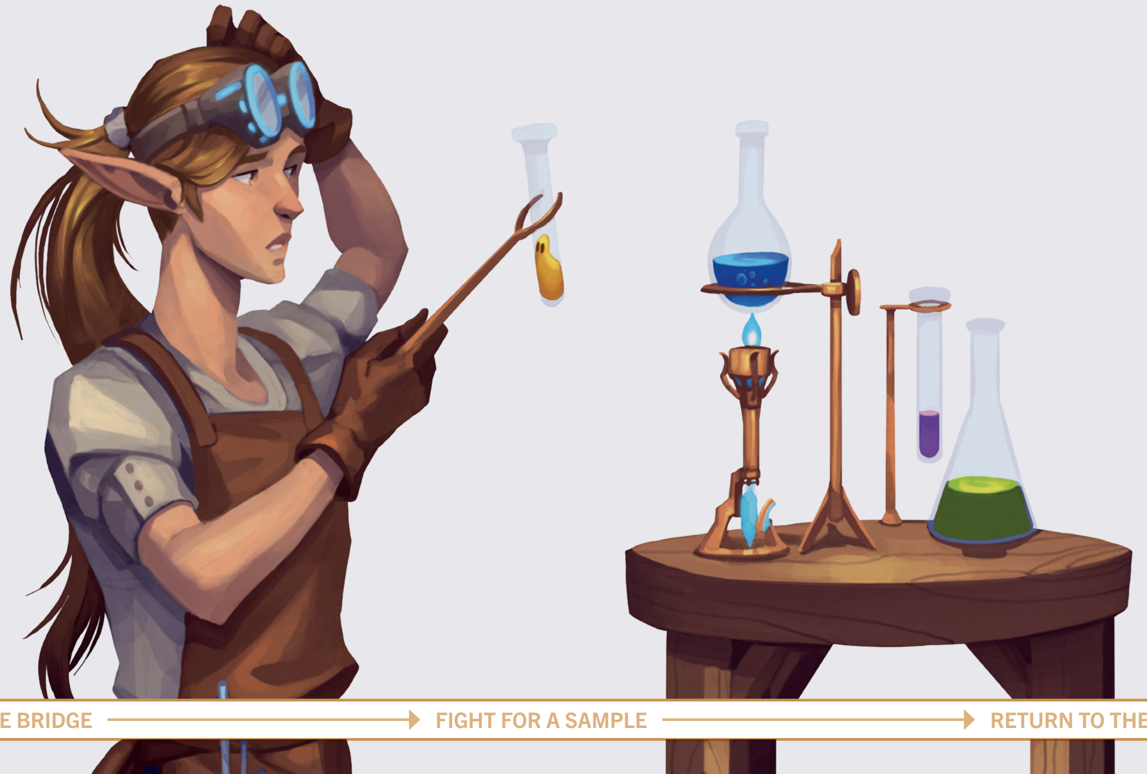
★ Quest Rewards ★

For a live sample of the Ochre Jelly, Uligo will pay the party 200gp. After receiving the sample, he will also offer them a prototype of his new invention (a lightbulb-shaped Gem of Brightness), but will need to spend an hour tinkering with it first.

Level ③-④ Adventure

EASIER: You could make Butcher a Thug, and swap the Ochre Jelly for a Grey Ooze. There could also be fewer Bandits at the cave entrance and the bridge.

HARDER: Consider making Butcher a Wereboar; the two Bugbears could be swapped for two Knights.



BRIEFING FROM ULIGO → TRAVEL TO CAVES → GET PAST BLOCKADE → CROSS ROPE BRIDGE → FIGHT FOR A SAMPLE → RETURN TO THE LAB

STUDY BREAK

MYSTERIOUS ACQUISITION ABANDONED COTTAGE

A sorcerer has escaped from prison, and has been seen lurking around an old cottage ruin located on the edge of the village the party are staying in. Racked with fear and superstition, the local Guards have hired the party to search the building, and bring the sorcerer to justice.

→ Starting the Adventure

"You've been invited to a security post on the edge of the village to discuss a bounty-hunting job with the Guard on duty. On the way, you notice villagers looking at you from inside their homes, with anxious expressions. Others are pinning bundles of sage and juniper above their front doors to ward off evil. You start to wonder what you aren't being told..."

Important Characters

HALDI LEIFDOTTIR
HUMAN, FEMALE, 41 (GUARD)
Timid Haldi is terrified of rumours that a dreaded sorcerer could be hiding in ruins near her village.

WATCHER
CONSTRUCT, 332 (CLAY GOLEM)
This arcane warden is made from millions of grains of sand; it takes the shape of a four-armed man.

TURANG 'THE FIRE PHANTOM' LIMTEAL
ELF, MALE, 425 (MAGE ↓)
Years ago, he was part of a secret group of sorcerers. Turang has returned to rebuild his illegal laboratory.

Suggested Story

Set the scene, have Haldi point the party towards the cottage and ask them to find Turang, then continue:

MYSTERIES UNDERFOOT

- The building is deserted, but footprints in the dust lead the party to a concealed trapdoor.
- The party can search the secret chambers to learn more about the building's past; each study has a trapped doorknob. A gem on a plinth in the hall flickers between red, yellow, green, blue and clear.
- Past the hall's ornate door is a room of mirrors. Only one mirror shows a true reflection; touching its surface teleports the party into the laboratory.

THIEF UNCOVERED

- Turang unwittingly woke up the laboratory's sentry, Watcher, who is trashing the room looking for him. After defeating Watcher, the party can find Turang badly injured in the supply cupboard.
- The only way out of the laboratory is an enchanted archway ringed with gems. By tapping the gems in the order the party saw in the main hall, they can activate it and escape to the cottage's rear exit.
- Haldi gladly pays the party Turang's 300gp bounty.

Key Locations

SECRET CHAMBERS — The underground base of the Enigma Society, a secret group of sorcerer outlaws.

The trapdoor leads to a main hall with four sorcerers' studies branching from it. Two Rugs of Smothering defend an ornate, locked door at the end of the hall.

LABORATORY — This dusty chamber contains old potion-brewing equipment, most of it smashed.

A Ring of Spell Storing has somehow been damaged by Watcher. In its unstable state, it sporadically fires off Thunderwave and Polymorph spells during the fight.

Secrets and Clues

1. The Enigma Society used to use the quaint cottage as an unassuming front to their secret headquarters.
2. The sorcerers practised forbidden magic in their hidden studies, away from the prying eyes of the law.
3. The sorcerers scattered after a betrayal by Turang. In case he ever returned, they activated Watcher.
4. Turang hoped to drink his old Potions of Longevity in the laboratory, but Watcher smashed them in a rage.

Level ⑤-⑥

EASIER: Watcher could instead be a Flesh Golem that some of Turang's colleagues were experimenting on.
HARDER: Turang could use standard Mage stats, and fight the party when they are distracted by Watcher.

DINNER AND A DUEL

LIGHT-HEARTED CONFRONTATION OBSIDIAN MANSION

Suggested Story

The party fall into a hidden tunnel that drops them directly into the banqueting hall of an underground Drow mansion. Mistaking the party for entertainers, the owners insist the adventurers duel each other for the amusement of the assembled guests.

Important Character

LORD OCTUS TARANTO
DROW, MALE, 368 (DROW)
The charismatic host of tonight's banquet is used to getting his own way. He is dressed in elaborate fabrics.

Key Location

BANQUETING HALL
The entire mansion has been carved out of obsidian and polished to a high sheen. Floating chandeliers light long banqueting tables that face inwards to a central area for dancing and other entertainment.

Expanding the Adventure

- What are the Drow nobles celebrating, and who are their esteemed dinner guests?
- What happens if the party refuse to fight each other?
- How will the victor of the duels be rewarded?

ELEMENTAL ENVOY

LIGHT-HEARTED RESCUE CAVES BENEATH A TOWN

Suggested Story

A Fire Giant has moved into the deep caves beneath a small settlement. The giant's presence is causing the temperature in town to rise to uncomfortable levels, so the party are sent to ask the newcomer to consider moving beyond the town's boundaries.

Important Character

AGUYA SOLVEIG
FIRE GIANT, FEMALE, 46 (FIRE GIANT)
Aguya has short, cropped hair and walks with heavy steps that cause the entire cave system to shake.

Key Location

AGUYA'S CAVE
The entrance to Aguya's stiflingly hot home is guarded by two surly Salamanders who she has employed as lookouts. Inside, Aguya has been building an enormous kiln for her new pottery-making business.

Expanding the Adventure

- Why did Aguya move from her previous cave?
- How receptive will she be to the party's request?
- What will happen to the town if Aguya refuses to move and starts using her new kiln?

MINOR DETOUR

MYSTERIOUS RESCUE CASTLE DUNGEONS

Suggested Story

On a tour of a castle that once belonged to a fearsome warlord, the party's guide triggers a trap and falls into the dungeons below. That's not all, as former prisoners and the long-dead warlord start to awaken. Can the party find the guide before they get injured, or worse?

Important Character

LORD FAHALI OZMANDIA
MINOTAUR, MALE, DIED 653 YEARS AGO (MINOTAUR SKELETON)
This hulking, sinewy figure wields an almighty iron greataxe. His eyes glow with sinister scarlet light.

Key Location

DUNGEON CELL
The guide now sits in a cell towards the centre of the dungeons, surrounded by flaming torches. Skeletons of former prisoners slip through cell bars to watch as Lord Ozmandia accuses the guide of trespassing.

Expanding the Adventure

- Why was Lord Ozmandia feared during his lifetime?
- What penance will Lord Ozmandia demand?
- Are the Skeletons hostile to the intruders, or will they perhaps turn against their old, ruthless captor?

Creatures who live underground are accustomed to life without sunlight, but your party may require torches to navigate the dark.

FIGHT AT THE MUSEUM

THRILLING RESCUE DINOSAUR MUSEUM

A bone collector's attempt to make history more lively backfires when the exhibits literally come to life! The once popular Dino Cave is now swarming with the enchanted fossils of powerful reptiles. Can the party rescue a trapped tourist, and defeat the bony beasts?

→ Starting the Adventure

"You arrive at the famous Roving Bazaar, a horde of portable market stalls that travel around the rocky hills and mountains throughout the year. Bargains and wares catch your eye wherever you look. The merchants are on edge, however, and there seems to be some commotion near a rocky cave to the north of the market. Making your way to the source of the noise, you find a crowd gathered outside the entrance of a tourist destination. A sign proudly states 'Dino Cave Grand Reopening', but its owner is standing outside in handcuffs next to two guards."

Dino Cave's attendance has been waning over the last year. So, to give something new to customers, Hettie bought a magical orb from the Bazaar to animate her Triceratops skeleton. The beast immediately rampaged and the magic spread to all the dinosaurs in the exhibit! All but one tourist managed to escape the cave.

Important Characters

HETTIE FEATHERGILL

HUMAN-ELF, FEMALE, 45 (COMMONER)

The owner of Dino Cave, currently in the guards' custody. She is embarrassed about what happened.

"Hettie is dressed head-to-toe in Dino Cave branded merchandise. She stands with her hands tied, blushing and looking at the floor."

BARON ULKAR TWILAMP

ORC, MALE, 51 (COMMONER)

Baron Ulkar is a huge dinosaur enthusiast, and was in Dino Cave when it was recently evacuated.

"A chic beret sits atop this wealthy gentleman's head. His face is set in an irate pout, his arms are crossed in anger and his foot is tapping."

SAMSON KICHWANI

HUMAN, MALE, 27 (COMMONER)

Samson fled the exhibition area and ran to the gift shop, where he anxiously waits to be rescued.

"Wide-eyed and trembling out of fear, Samson is sweating through his Dino Cave poncho."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Ankylosaurus	15	68	+0	Powerful club on tail
Commoner	10	4	+0	Avoids combat
Pteranodon	13	13	+2	Flies out of reach
Triceratops	13	95	-1	Charges and stomps
T. Rex	13	136	+0	Restraining bite

Suggested Story

Set the scene, have Baron Ulkar notice the party and beckon them to the cave's entrance, then continue:

A FAIR TRADE

- Baron Ulkar thinks the party look like mercenaries, so offers them gold to rescue a tourist trapped in the cave and make the museum safe once more.
- He recommends they talk to Hettie and learn the cave's layout. Hettie tells the party what to expect and asks them to destroy the magical orb, so the bones don't reawaken after being defeated.

EXHIBITION DEMOLITION

- Baron Ulkar convinces the guards on duty to let the party enter the cave to save the tourist.
- The exhibition area near the entrance is inhabited by four Pteranodon skeletons, who attack.
- Three lashing Ankylosauruses are rampaging in their display room, causing sharp stalactites to fall. The party must battle them to pass by.
- The next room houses a resting Triceratops who will charge if it sees the party. The magical orb is stuck in the skeleton's ribcage, rattling around.
- Torches light up the huge Tyrannosaurus Rex room, but the skeleton is missing from its plinth.

TOURIST TRAP

- In the gift shop, a T. Rex skeleton delivers the killing blow to a Pteranodon before lunging at the party. The party must rescue Samson, while trying to keep him out of danger during the fight.
- With the bones defeated, Baron Ulkar will pay the party, and Hettie will be taken away by the guards.

Key Locations

DINO CAVE ENTRANCE

"Huge banners and bright paint adorn Dino Cave's entryway. The rope barriers that once helped form an orderly queue to the entrance lie knocked over by the mob of indignant tourists and concerned traders."

The tourists who just escaped the exhibit are injured, angry and want a full refund from Hettie.

Many are spreading rumours, so the truth is hard to determine.

EXHIBITION AREA

"Dino Cave's entrance leads to an exhibition area with accurate models, old maps and glass units, all of which have been trashed by four squawking Pteranodons."

The four Pteranodons are destroying their exhibit, looking for a way out.

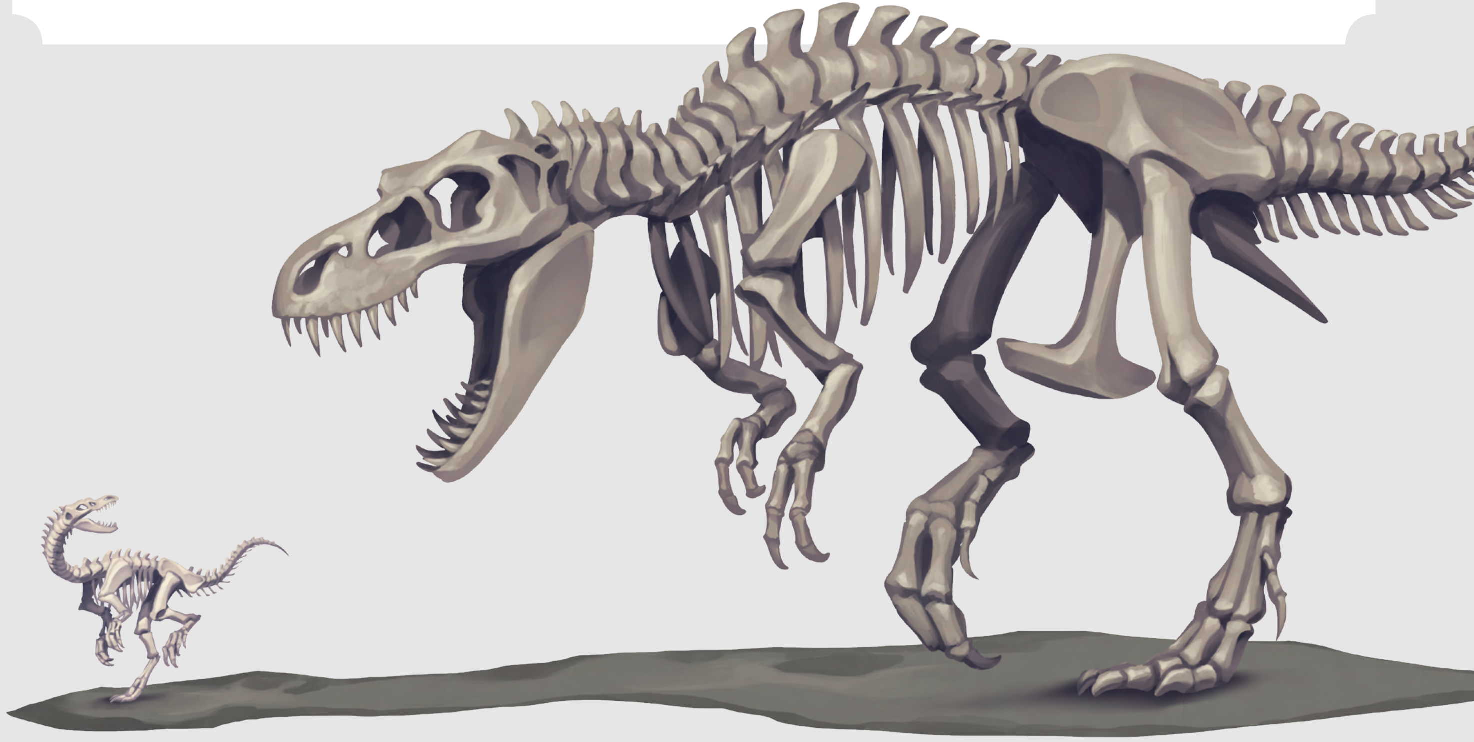
A hallway from this area guides all visitors to the humid Ankylosaurus display, then to the grassy Triceratops exhibit, followed by the T. Rex room. This route ends in the gift shop.

GIFT SHOP

"A ripped Dino Cave banner lies at the feet of the T. Rex. The once sturdy, wooden cabinets are in ruins, and the debris is spread across the floor."

Samson is cowering underneath the cashier's crushed desk, not too far away from the T. Rex's battle with the Pteranodon.

As the T. Rex moves around the gift shop, its strong tail destroys more and more of the displays.



Secrets and Clues

1. The guards are keeping everyone back, but will not enter Dino Cave as they see it as too dangerous.
2. Baron Ulkar traded dinosaur facts with Samson in the cave; the two were separated in the chaos.
3. The magical orb was badly enchanted, and sold illegally. Hettie knew this, but ignored the risks.
4. If the magical orb is destroyed with brute force, it will release a Shatter spell into those nearby.
5. The dinosaur skeletons are incomplete; each creature's substitute bones are made from plaster.
6. Samson loves to learn about fossils and bones. He lives with his pet cat called 'Tyrannopawrus'.

★ Quest Rewards ★

Baron Ulkar rewards the party with 400gp and seeks to later buy the Dino Cave from Hettie. If he is rescued, Samson gives the party a Potion of Healing from his bag. If the party steal the magical orb, it casts Animate Objects at random once a day.

Level ⑤-⑥ Adventure

EASIER: Fewer Ankylosauruses could inhabit their display room, and the T. Rex could be a Mammoth.

HARDER: You could add more dinosaurs to every exhibit. The T. Rex room could become a display that features a T. Rex and two Allosauruses.

STATE OF THE ART

LIGHT-HEARTED · ACQUISITION · TOWN OUTSKIRTS

The party track down a haul of artwork stolen by thieves, only to find out that the loot has since been taken by someone else! It is now in the possession of an artistically minded giant who likes to dispose of unwanted items (and guests) by dropping them into acidic ooze.

→ Starting the Adventure

"The Noble's manor reminds you more of a museum than of a home. Pure white walls are dotted with picture hooks. Marble plinths are artfully arranged. Sunshine pours in from the skylight to illuminate the room. There's only one problem – there's nothing to illuminate. The walls are empty. The plinths are bare. The room has been picked clean, and you have been hired to return each piece to its rightful place."

Dorran's private collection of art has been stolen in the night by a group of thieves. He is desperate to have all 20 pieces back, particularly a painting with special sentimental value, so he has hired the party to track down the stolen goods. Unfortunately, the party will soon discover the art has been stolen again. The latest culprit is a Stone Giant called Fryzr who is using the art to decorate his home. Fryzr is a tough critic, and will destroy the painting if the party don't recover it in time.

Important Characters

DORRAN AZUREPATH
HUMAN-ORC, MALE, 57 (NOBLE)

An affluent art-lover in possession of the largest private gallery in town… until last night, of course.

"Dorran's hand moves its way through his long, blonde hair as he stares forlornly at his empty gallery. He puffs out his cheeks in despair."

LYLA LITTLEBRANCH
HALFLING, FEMALE, 29 (BANDIT)

One of the thieves who stole from Dorran; her gang abandoned her when the giant raided their cart.

"The woman looks at you warily as she clutches her leg, clearly in pain, though trying to hide it."

FRYZR
STONE GIANT, MALE, 250 (STONE GIANT)

An art lover with very particular tastes and a disregard for laws surrounding personal property.

"The hulking, grey giant is surprisingly delicate as he examines each piece of art he pulls from the pile, muttering to himself appraisingly."

Suggested Story

Set the scene, describe Dorran, then continue:

THE NOBLE ART

- Dorran says that he will pay handsomely for the return of his stolen art. The piece he most wants safely returned is a portrait of himself.
- Dorran suspects that the caterers at a gala he hosted last night were the culprits. He knows they have a storefront in town called Good Taste.

TASTE OF THEIR OWN MEDICINE

- The party find Good Taste empty; the owners clearly departed in a hurry. Wagon tracks lead out of town to a ransacked cart and an injured Lyla.
- Lyla claims that a Stone Giant attacked her gang and made off with their haul. She points them in the direction of the cave where he headed.

A GIANT PROBLEM

- Two Black Pudding oozes block the entrance to the dark cave system. Defeating them, the party must stealthily approach Fryzr's cavern, or they will disturb a Grey Ooze that hangs on the ceiling.
- Inside the cavern, Fryzr is sorting through the art and throwing pieces he doesn't like into another Grey Ooze. Dorran's beloved portrait is visible.

CRITICAL RECEPTION

- As the party reach the art, Fryzr will attack and try to throw them into the Grey Ooze. He will make a trade, if items of sufficient value are offered.
- After recovering the painting, and any other art, the party can return to a highly grateful Dorran.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Bandit	12	11	+1	Carries a crossbow
Black Pudding	7	85	-3	Corrodes weapons
Grey Ooze	8	22	-2	Disguised when still
Noble	15	9	+1	Very persuasive
Stone Giant	17	126	+2	Throws heavy objects

Key Locations

DORRAN'S HOME

"The opulence of the manor contrasted with its emptiness almost makes it seem like a beautifully wrapped gift box with nothing inside. Servants mill about fretfully, unsure of what to do."

Dorran's home is in a wealthy district, on the other side of town from Good Taste.

If searched, there are signs the art was taken through the kitchens.

GOOD TASTE

"The door of the shop is ajar, exposing the empty interior. Its sign is missing, along with any evidence that a business operated here. Two trollies and discarded aprons lie on the floor."

The Bandits loaded up their wagon with artwork and fled. As they drove past the rocky hills near Fryzr's cave, he attacked and stole from them.

Fryzr dropped a brass phoenix and some canvases on his walk home.

THE CAVES

"As you travel underground, any trace of outside light is quickly extinguished. All that remains is the dank scent of wet earth and the faint echoes of distant movement."

Fryzr has emptied four crates of art into a pile. Some have already been thrown into his Grey Ooze.

The floor of his cavern is covered in expensive rugs, and rare statues line the cave walls.

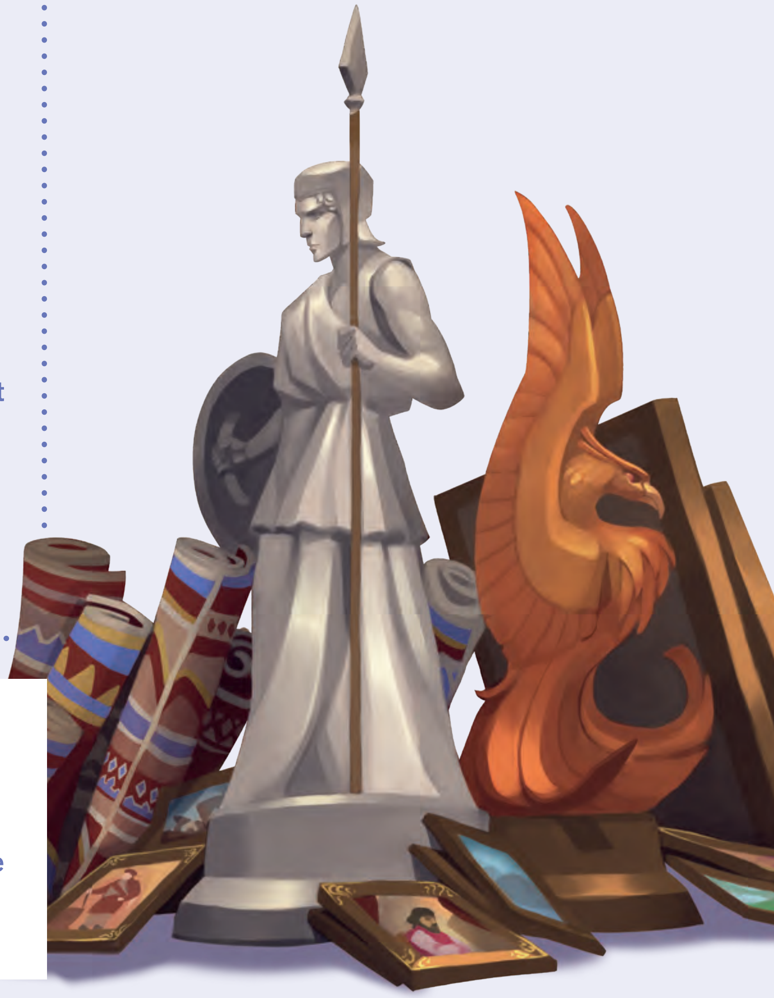
Secrets and Clues

1. The painting Dorran most wants back is a portrait of himself that was painted as a graduation gift.
2. The catering business, Good Taste, is a front that gave the thieves a way into Dorran's manor.
3. Good Taste offered high-quality canapés at a very reasonable rate, so Dorran hired them for his gala.
4. The theft of Dorran's collection was supposed to fund the whole Bandit gang's retirement.
5. The Bandits were bragging about their haul as they drove their wagon past Fryzr's cave.
6. Fryzr is a lover of art, but a clumsy craftsman, so he steals decorative items whenever he can.
7. Fryzr raided the cart shortly before dawn, just as the thieves had started their journey to freedom.
8. Lyla was injured during the robbery, so could not flee with the other Bandits when Fryzr attacked.
9. The Stone Giant attack on the road is the talk of the town, and many rumours are spreading.
10. Fryzr likes landscapes and abstract art, rather than portraits of people he doesn't know.

Level ⑤-⑥ Adventure

EASIER: You could replace the Black Puddings with Gelatinous Cubes, and make Fryzr an Ettin whose heads disagree on which art to keep.

HARDER: Instead of a Stone Giant, Fryzr could be an artistically minded Frost Giant.



★ Quest Rewards ★

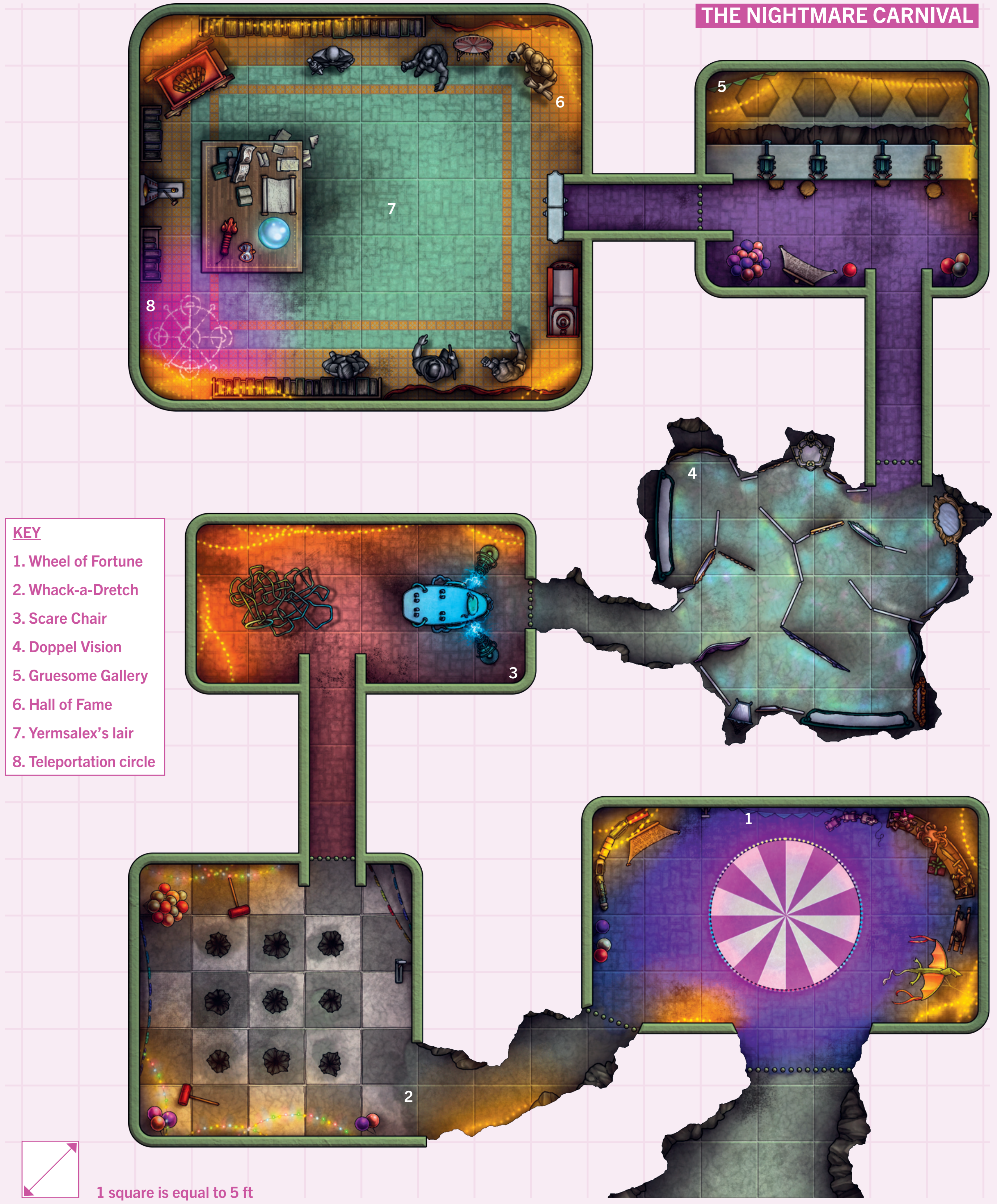
Dorran gives the party 250gp to investigate the theft and promises a 10gp bonus for each piece of art they bring back. Amongst the art in Fryzr's cave is an Onyx Dog Figurine of Wondrous Power that didn't belong to Dorran, which the party can keep.

SPECTATOR SPORT

THRILLING ESCAPE TWISTED CARNIVAL

How could the party snub an opportunity to blow off some steam between adventures by playing a few carnival games? Upon arriving at the fair, however, it becomes clear that this is no ordinary day out. The party become trapped, and must win to survive. Game on!

THE NIGHTMARE CARNIVAL



KEY

1. Wheel of Fortune
2. Whack-a-Dretch
3. Scare Chair
4. Doppel Vision
5. Gruesome Gallery
6. Hall of Fame
7. Yermsalex's lair
8. Teleportation circle

1 square is equal to 5 ft

Starting the Adventure

"You discovered a gilded note from an eccentric Noble pinned to the town noticeboard. It invites plucky adventurers to take part in merry challenges, and offers the opportunity to win a huge jackpot. The address on the reverse led you to a colourfully painted cave near a craggy outcrop at the base of a mountain. Bright lights and signs beckon you in."

Important Characters

LORD DIEGO FILIBERTUS

HUMAN, MALE, 40 (NOBLE)

Paid by Yermsalex to lure victims in. Before the portcullis comes down, he runs out of the cave.

"A tall, handsome man with chiselled features stands before you. His sunny, mustard suit and orange tie match his warm, endearing smile."

PRY ZWINNER

ELF, FEMALE, 21 (COMMONER)

Yermsalex's illusion of a lucky contestant who has just won a stuffed toy on the Wheel of Fortune.

"Cuddling a new, fluffy owlbear toy, this grinning customer can't believe their luck!"

YERMSALEX

SPECTATOR, MALE, 132 (SPECTATOR)

This twisted genius finds his contestants' bad luck hilarious. He refers to himself in the third person.

"A floating, cyclopean head with a mouth full of serrated teeth stares at you. Protruding from its skull are four more eyes on slimy stalks."

Suggested Story

Set the scene, have Lord Diego greet the party and encourage them into the first room, then continue:

STARTING THE SHOW

- Once the party start spinning the Wheel of Fortune (roll 1d8), or try to escape, Pry's illusion will fade and a portcullis will block the exit. Only a spin resulting in an 8 will open the door to the next room, other results will trigger a poison dart trap.
- Yermsalex speaks telepathically to the party, and tells them they must win each game to escape.

LET THE GAMES BEGIN

- Passage through the dungeon will only be granted after successfully winning four more games.
- Game 2: Nine Dretches must be whacked as they pop out of holes, otherwise they release toxic gas.
- Game 3: A circular metal ring must be guided along a wire. If a player touches the wire, the player who is strapped into the chair gets a nasty shock.
- Game 4: A race through the maze; the party must find their way and avoid four Doppelgangers who attack from the active Mirrors of Life Trapping.
- Game 5: Spray guns must be used to accurately fire blood into the mouths of four Ropers until they are full. The last Roper to be full will attack its feeder.

HALL OF FAME

- Yermsalex will congratulate the party, and offer them immortality in his Hall of Fame. If they decline, he will be incensed and try to kill them.
- If they defeat Yermsalex, the party can use his teleportation circle to travel to the cave entrance.

Key Locations

CAVE ACCESS – The entrance has been decorated with paint and lights that might be found at a carnival. Arrows and signs that say 'cash prizes' point within.

The opening leads to a meandering passageway that eventually opens out into the first game location.

YERMSALEX'S LAIR – Statues in Yermsalex's beloved Hall of Fame are past competitors who were turned to stone using Spell Scrolls (Flesh to Stone).

Beyond the hall, a workshop is filled with broken carnival equipment and an active teleportation circle.

Secrets and Clues

1. Yermsalex was summoned a century ago by a mage who wanted to defend their outlawed magic items.
2. After his master died, Yermsalex inherited the cave; he has turned it into a way of entertaining himself.
3. Yermsalex scries on his victims using a Crystal Ball, so he can comment on their successes and failures.
4. Any attempts to leave or break the games will trigger alarms that fire a Magic Missile spell at the culprit.

Every time you reveal a new room in the map, announce the latest gory game name with a flourish!

Level ⑦-⑧

EASIER: You could take the traps out of the first game, have spots to rest, and replace the Ropers with Gricks.
HARDER: The Dretches could be replaced with Quasits, and Yermsalex could be a Rakshasa instead of a Spectator.

A RUDE AWAKENING

ADVENTUROUS ✶ CONFRONTATION VOLCANO MINE

The Gundälin Company's volcano mine has been evacuated, and rumours are spreading that a powerful beast dwells within. Brave adventurers have been requisitioned to remove the threat before the mining corporation's reputation burns to cinders.

→ Starting the Adventure

"The rowdy miners who once proudly excavated the Gundälin Company's volcano mine for copper and gold now sit around their encampment telling stories of the great beast they saw in the caves. The rumours you overhear as you follow signs to the head office are inconsistent, but something has certainly struck fear into the miners' hearts."

The mining company's planned expansion into a new area of the volcano ceased after the miners leading the expedition fled back to camp. They claimed the snarl of a terrible beast could be heard through a crack in the rocks. In the past, the company has employed mercenaries to clear out elemental creatures dwelling in the mine. Yrrson has hired the party on this basis, without knowing his team have actually awoken a hibernating dragon. Jesmé can answer any of the party's burning questions before they enter the mine shaft.

Important Characters

YRRSON GUNDÄLIN
DWARF, MALE, 254 (NOBLE)
The elderly Chief Executive Officer of the Gundälin Company is anxious to maintain his reputation.

"Golden rings are woven into Yrrson's wiry, grey beard. He wears a glistening breastplate over his finely tailored robes, as a safety precaution."

JESMÉ AMBERLEY
HUMAN, MALE, 40 (COMMONER)
As Head of Operations, it's Jesmé's job to make sure the miners deliver the best results possible.

"From his finely coiffed moustache to his neatly pressed trousers and shirt, Jesmé is a man who takes great care in both his look and his job."

ZEDDRAIG
DRAGON, FEMALE, 89 (YOUNG RED DRAGON)
An adolescent dragon who is enraged that a mining operation threatens her precious hoard.

"A furious fire burns within the dragon's yellow eyes, and heat emanates from her crimson skin."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (plank of wood)
Fire Elemental	13	102	+3	Fiery touch
Magma Mephit	11	22	+1	Explodes when killed
Noble	15	9	+1	Carries a rapier
Y. Red Dragon	18	178	+0	Breathes fire

Suggested Story

Read out the introduction, let Jesmé and Yrrson explain the task to the party, then continue:

A HEATED HIKE

- After receiving instructions to defeat all creatures in the mine, the party can head to the entrance.
- The climb through the mine shaft is hampered by lava stepping stones, toxic smoke and frail bridges.
- Rubble blocks a tunnel ahead and the party have to dig their way through the rocks. As they begin, a Fire Elemental and five Magma Mephits climb out of a pool of lava and attack them.

THE DRAGON'S LAIR

- The cleared rubble opens a hole to Zeddraig's lair. She is furious, and attacks the party, branding them 'thieves' who plan to steal from her.
- During the fight, Zeddraig's thrashing opens a crack to the mountain's exterior. She notices the mining camp below, smashes through the small gap and flies down to attack the camp.

WRATH OF ZEDDRAIG

- By the time the party rush back to camp, it is ablaze, and the terrified miners are fleeing.
- More casualties are suffered at the end of each combat round until Zeddraig is defeated, as more of the camp ignites or collapses into the fire. Jesmé will not survive past the third round and Yrrson will not survive past the fourth round, unless protected.
- If Zeddraig is defeated or flees, the Gundälin Company will heartily thank the party. Yrrson and Jesmé will offer special rewards, if they survive.

Key Locations

MINERS' CAMP

"Blue canvas tents cover the pale ground around the volcano's base. Abandoned, half-loaded carriages sit near the mine's entrance."

The jagged landscape at the base of the volcano is covered in ash, which looks like thick, grey snow.

The Gundälin Company's head office is the large tent furthest from the volcano; a flag flies proudly from a pole at its centre.

VOLCANIC MINE SHAFT

"Discarded mining equipment litters the loosely planked floor in this humid tunnel system. The way forward is lit by bubbling rivers of magma."

Magma flows down the walls and floors of each tunnel. The magma's glow provides visibility, but it also heats the mine to unbearable levels.

Discarded pickaxes, ladders, mine carts, helmets and goggles may help the party to traverse the tunnels.

ZEDDRAIG'S LAIR

"Lava cascades down the walls of this cave and stalagmites climb up from the ground. In the centre of the room, a red dragon lies in a rocky nest, stirring after years of slumber."

The rocky walls of the dragon's lair are mottled with chunks of glistening gold and raw diamonds.

The lair is slightly too small for Zeddraig, so she knocks into the walls and ceiling as she fights.

Secrets and Clues

1. Some miners think a fire giant lives in the volcano, others think it is a fiend or chimera.
2. Gundälin Company profits are down, so Yrrson asked Jesmé to expand the mine's operation.
3. The previous group of mercenaries to clear out the mine warned Yrrson to cease digging activity.
4. Despite being in charge of the mine, Yrrson has never dared to venture into the volcano himself.
5. Local druids call the volcano Zeddraignust, which translates roughly as 'The Dragon's Nest'.
6. Zeddraig has been hibernating for 10 years after a particularly draining battle with a druidic circle.

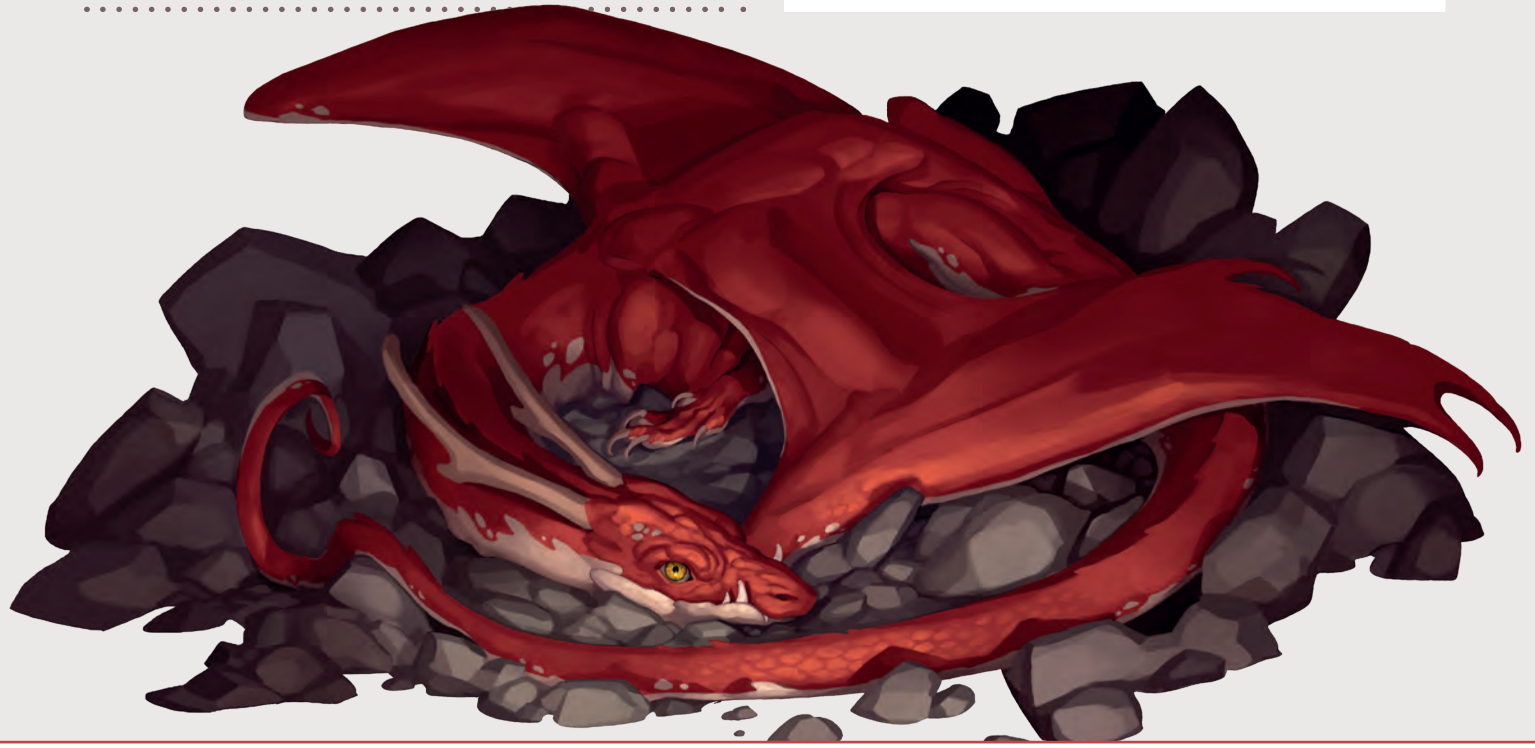
Level ⑦-⑧ Adventure

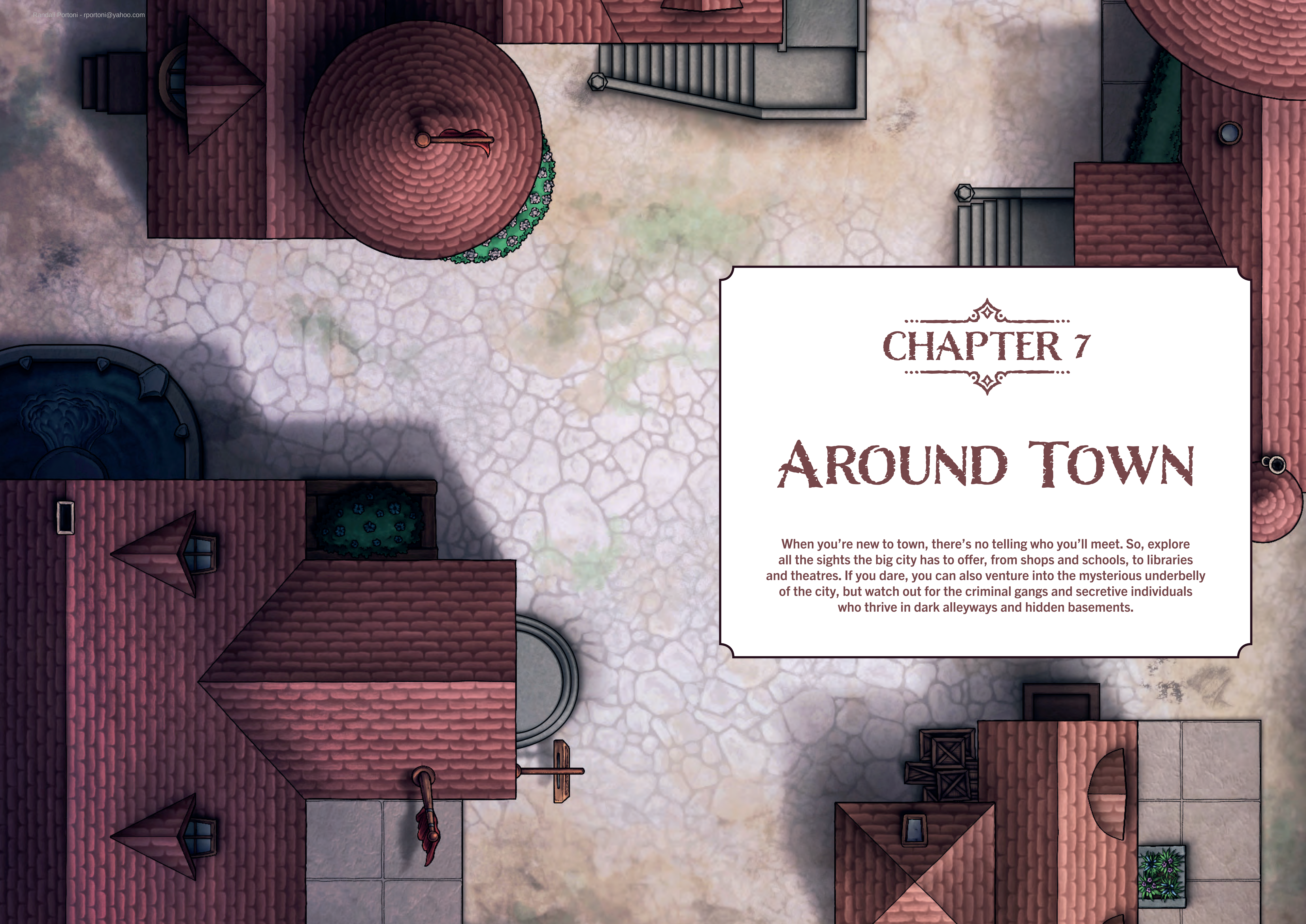
EASIER: Try Zeddraig as a Bronze Dragon Wyrmling, and removing the Fire Elemental from the tunnel.

HARDER: Zeddraig could be an Adult Brass Dragon. You could increase the enemies in the tunnel to two Fire Elementals and eight Magma Mephits.

★ Quest Rewards ★

Twelve chunks of gold ore (20gp each) and three raw diamonds (100gp each) can be found in the dragon's lair. If he survives, Yrrson will gift the party his Adamantine Breastplate, and if Jesmé survives, he will offer 300gp from the company's coffers.





CHAPTER 7

AROUND TOWN

When you're new to town, there's no telling who you'll meet. So, explore all the sights the big city has to offer, from shops and schools, to libraries and theatres. If you dare, you can also venture into the mysterious underbelly of the city, but watch out for the criminal gangs and secretive individuals who thrive in dark alleyways and hidden basements.

HIDDEN GEMS

✦ MYSTERIOUS   🔍 INVESTIGATION   ☗ HIGH-END BOUTIQUE

Employed by two squabbling shopkeepers, the party are tasked with solving the mystery of the pair's disappearing stock. The truth behind this surprising case of suspected shoplifting might be hard to pin down, as the culprits don't leave large footprints...

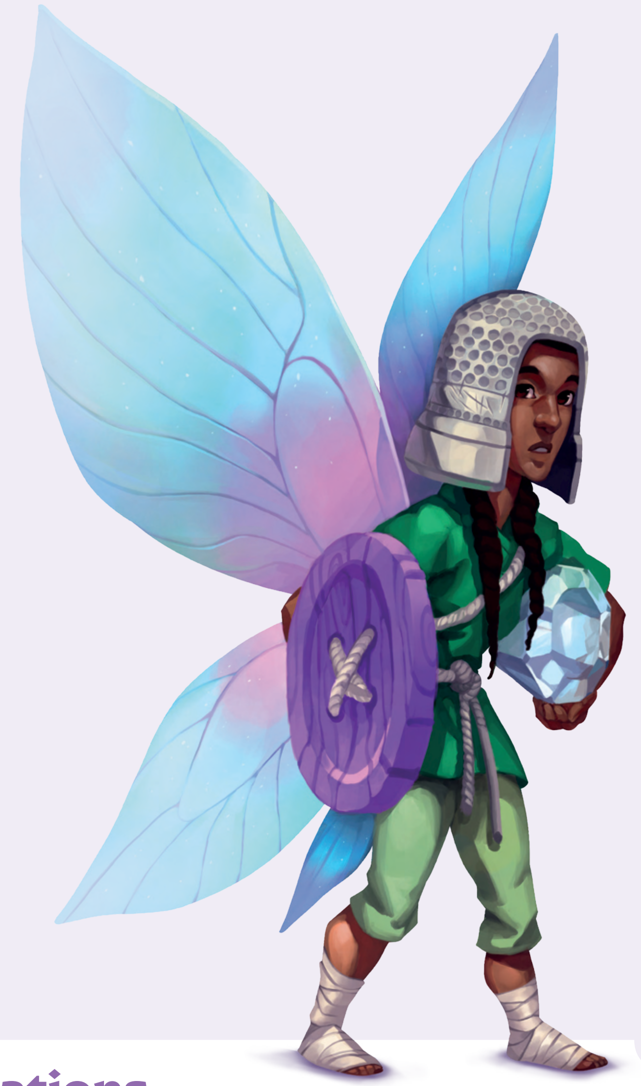
→ Starting the Adventure

"The clock tower chimes six times as you approach a clothing and jewellery emporium named Frowshief's Fineries. The note you received was signed F & F Frowshief, and it politely requested your presence at closing time to investigate a spate of thefts. You've been told the shop's proprietors are talented siblings who have little in common but their creative talent."

Felicity has been complaining for weeks about her sewing equipment going missing. Felicity's brother, Felix, refused to believe her, blaming the disappearances on his sister's untidiness. However, a number of jewels from Felix's safe went missing last night, so he has hired the party to investigate. The party must search the shop for clues and attempt to catch the thieves, who strike at night. The Frowshiefs ask that the thieves be captured alive, so they can recover their lost stock. The culprits are Sprites who are collecting supplies to build a home in the shop's attic.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Cat	12	2	+2	Sharp claws
Commoner	10	4	+0	Avoids combat
Giant Rat	12	7	+2	Works in a pack
Sprite	15	2	+4	Poisoned arrows
Sprite ↑	15	4	+4	Can turn invisible



Key Locations

FROWSHIEF'S FINERIES

"The shop's name is painted in beautiful, gold lettering above a glass-panelled door. The sign suggests many generations of Frowshiefs have run the store."

The single-storey shop has a curved slate roof and a tiny gable window that is slightly ajar.

There are two large bay windows. One displays mannequins wearing elaborate evening wear; the other has precise rows of fine jewellery.

SHOP INTERIOR

"A bell chimes as you enter the shop. Inside, you find a large space arranged in two distinctly different styles."

Felicity's dressmaking area is filled with untidy rails of clothing, mirrors and comfortable armchairs. Fabric, loose thread and pins litter the floor.

In Felix's section there are gleaming glass display cases, a counter and a workstation with a safe. His tools are neatly stored in lockable cupboards.

HIDDEN ATTIC

"Light from the small roof window shines onto a miniature town made from twigs, fabric and the stolen gemstones."

The Sprites have built a tiny town using supplies gathered in the shop and its garden.

The Frowshiefs didn't know they had an attic, as it is so small and there is no access from the shop. The only way to see inside is by climbing up the exterior walls.

Important Characters

FELICITY FROWSHIEF

FEMALE, ELF, 366 (COMMONER)

The co-owner of Frowshief's Fineries, flamboyant Felicity is an expert dressmaker and designer.

"Felicity's curly white hair is adorned with ribbons, and she wears an eclectic mix of clothing that layers vibrant shades and prints."

FELIX FROWSHIEF

MALE, ELF, 366 (COMMONER)

A fine artisan jeweller, fastidious Felix shares ownership of the shop with his twin sister, Felicity.

"Felix stands perfectly upright in his tailored navy suit. His gold earring, signet ring and pocket watch are all simple, classic designs."

LEYLA PERIDOT

SPRITE, FEMALE, 19 (SPRITE ↑)

Leyla leads the Sprites, and often makes scouting runs to gather tiny decorating supplies.

"The prismatic shades of the Sprite's delicate wings shimmer as she moves."

Secrets and Clues

1. Felix initially believed Buttons the Cat was to blame for the missing items. Now, he's not so sure.
2. Felicity believes she saw a fairy in the shop one night, but is embarrassed to say so in front of Felix.
3. There are tooth marks on the legs of Felicity's wooden sewing box, left by the Giant Rat.
4. Only the smallest tools and decorative items have been taken from the haberdashery drawers.
5. A small, poisonous-tipped arrowhead was left behind when the Sprites broke into the gem safe.
6. After their forest home was destroyed by fire, the Sprites relocated to the shop's attic.
7. The Sprites have been building for weeks. They now seek shiny decorations for their new home.
8. The Sprites thought Felix's gemstones would make good windows for their new buildings.
9. The Sprites have been using cavities in the walls and a ventilation grate to enter the shop.
10. Leyla wants to prove herself as a worthy leader by rebuilding the Sprite community.

Suggested Story

Set the scene, have Felicity and Felix describe the thefts, then continue:

SIGN OF THE CRIMES

- After some bickering, Felicity and Felix highlight three areas where items have been taken from: Felicity's sewing box, her haberdashery drawers and Felix's gem safe. While the party investigate, the siblings will retreat to wait in the nearby tavern.

STITCHING UP THE THIEVES

- Based on their findings, the party can decide how to catch the thieves before they arrive at night.
- Buttons the Cat prowls around as night falls, then collapses, knocked out by a Sprite's sleep dart.

FLIGHT OR FIGHT?

- A party member is next to get hit with a sleep dart.
- Objects begin flying around the shop, making their way to the vents. Any successful attacks on the Sprites will cause them to drop invisibility, and they will all flee into the attic.
- Faint sounds can now be heard in the attic; if the party climb up, an ambush of two Sprites and their Giant Rat mounts will be waiting for them.

A TIDY SOLUTION

- If her team are fatally injured, Leyla appears and asks to negotiate a truce. She will claim her people have not truly been stealing, as the goods haven't been taken off the premises.
- When called back to the shop, the Frowshiefs will agree to let the Sprites stay in their attic, if the Sprites return Felix's most expensive diamonds.

★ Quest Rewards ★

The Frowshiefs will pay 35gp to each member of the party for capturing the culprits alive. Felicity also promises them each a new couture outfit. If the conflict is settled amicably, Felix may be persuaded to gift the party a Periapt of Health made of ruby.

Level ①-② Adventure

HARDER: Leyla could also ambush the party alongside five Sprites and five Giant Rats.

EVEN HARDER: A squadron of five Sprites on Giant Bats and five Sprites on Giant Rats could ambush the party. Layla could join the fight with Spy stats.

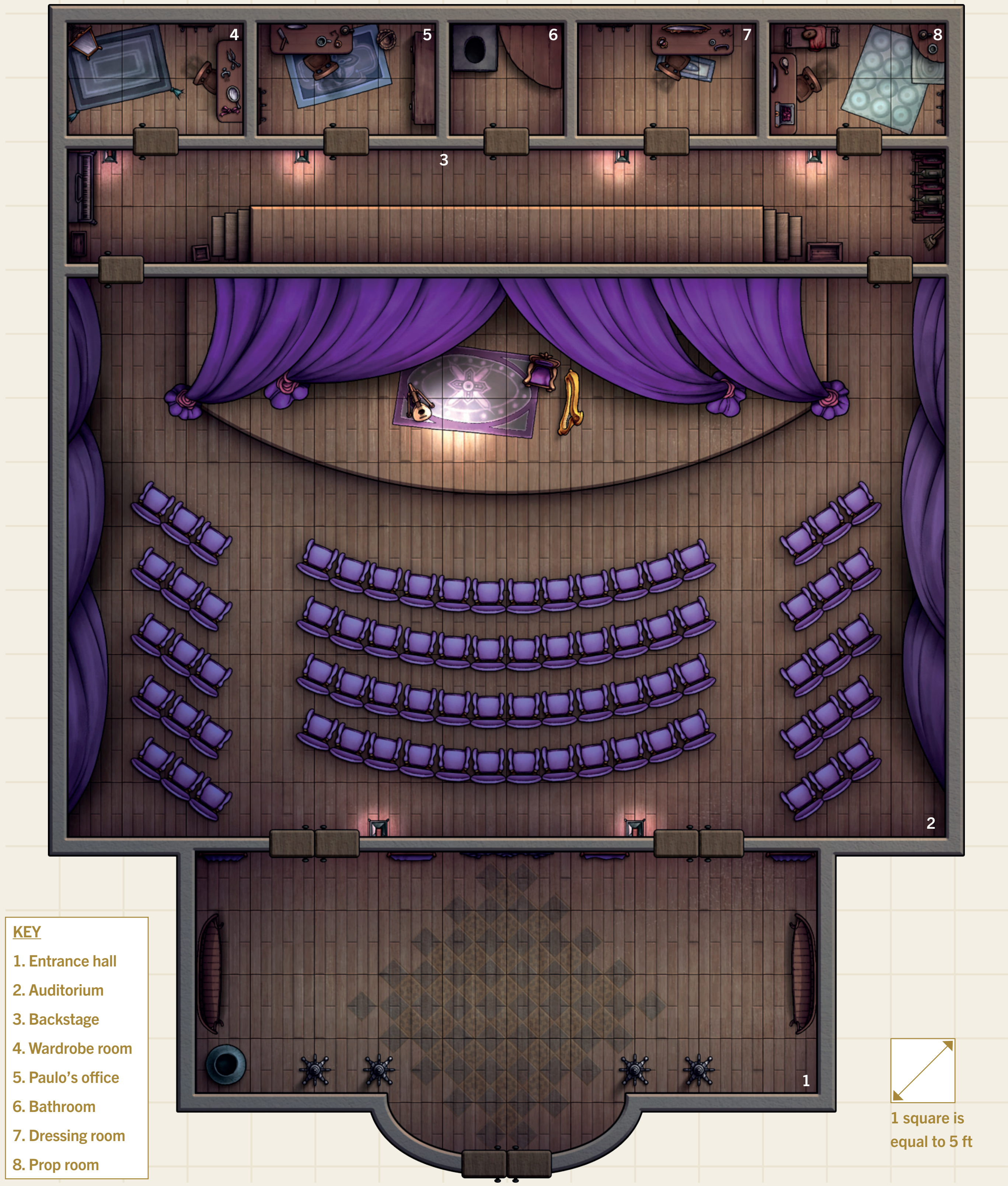
ENTER THE SHOP → LOOK FOR CLUES → WAIT FOR INTRUDERS → ACCESS THE ATTIC → STOP THE SPRITES → RESOLVE THE DISPUTE

MAKING A SCENE

LIGHT-HEARTED · COMPETITION · SMALL THEATRE

When the cast and crew of a talent show come down with food poisoning, the party must ensure the contest goes ahead! In return for extra pay, each party member must showcase their talents during the performance, whilst juggling urgent tasks backstage.

THE DARK HORSE THEATRE



KEY
1. Entrance hall
2. Auditorium
3. Backstage
4. Wardrobe room
5. Paulo's office
6. Bathroom
7. Dressing room
8. Prop room

1 square is equal to 5 ft

→ Starting the Adventure

"A last-minute call has gone out for entrants in a talent show, with 70gp as a prize. Agreeing to enter, you make your way to the Dark Horse Theatre, where bright lettering above its heavy oak double doors advertises tonight's show. A pair of clowns rush out, looking queasy and ignoring the loud, desperate shouts coming from the lobby."

Important Characters

PAULO SWINEFIELD
HUMAN-ELF, MALE, 62 (COMMONER)
Portly theatre manager known for his dramatic outbursts, fabulous waistcoats and trumpet solos.

"Paulo's face is flushed red and his fuchsia bow tie is askew. His smile is warm, but he fidgets from foot to foot with nervous energy."

SEDGE HALEDIGGER
GNOME, FEMALE, 487 (COMMONER)
The only other staff member still at work. This elderly usher means well, but is more hindrance than help.

"Sedge's thick spectacles perch on a wrinkled face. Her grey uniform swamps her tiny frame."

ALIVIA FINWERE
HUMAN, FEMALE, 51 (COMMONER)
The local mayor gives off an impatient and intimidating air. She hates wasting time or money.

"Alivia's styled hair shines like the rippling silk of her formal dress. Her sharp eyes assess everything and often linger on faults."

Suggested Story

Set the scene, have Paulo ask the party their talents and offer 10gp each to help set up, then continue:

BACKSTAGE CREW

- Paulo allocates the party's backstage tasks, such as checking tickets, operating the spotlight, raising the curtains and selling interval snacks. They must agree a running order that allows them to complete the tasks around their performances.
- As Paulo goes to his office to update the running order, water rushes from the bathroom. He asks the party to help Sedge fix some broken plumbing that is currently flooding the backstage area.

CURTAIN UP

- The audience begin to arrive. The party begin their tasks and the first performer goes on stage. Their dice rolls help decide the audience reaction.
- During the second performance, the party can smell burning. Sedge's discarded pipe has caused a fire in the dressing room that needs to be put out.

INTERMISSION

- During the interval, a performing Baboon gets loose in the auditorium and tries to steal nuts from the audience, including the mayor. Paulo insists the party catch it. In attempts to capture the creature, lights and other equipment may get broken.

THE SHOW MUST GO ON

- Paulo can't find his trumpet for his performance, as Sedge rearranged the prop room. The party must find it or perform an alternative closing act.
- A winner is announced by the mayor. Backstage, she gives her verdict on the theatre's future.

Key Locations

AUDITORIUM — The raised stage and high ceiling are the dominant features in this modestly sized room.

By day, the light from a few high windows shows dust and worn patches on the velvet chairs. As night falls, the candles are lit and the room feels much cosier.

BACKSTAGE — A cramped, dingy corridor runs behind the stage, with doors leading to a variety of basic rooms that cater for the performers' needs.

Old, faded posters line the walls, and more litter the floor of the manager's untidy office.

Secrets and Clues

1. Paulo is overdue payment on multiple bills. He can't afford to provide the audience with ticket refunds.
2. The mayor has offered Paulo a loan, but only if he can impress her with tonight's performance.
3. The Baboon was part of the clowns' act. It was asleep in the wardrobe room, until woken by the fire.
4. Refreshments provided for the dress rehearsal were the cause of the food poisoning outbreak.

Your players could showcase their abilities by lifting weights, juggling knives or anything else they can think of!

Level ①-②

HARDER: Try having a Ghost be the source of all the issues and fight the party in an epic finale.
EVEN HARDER: Sedge could attack the party at the end of the show as a trained Assassin, hired to kill the mayor.

UNRAVELLED PLANS

✦ MYSTERIOUS 💎 ACQUISITION 🏠 BUSTLING CITY

Forbidden scrolls have been stolen from the Librarium Arcanum. An eyewitness report suggests the young wizard responsible plans to use the magical texts to transform into a higher life form. Can the party foil the wizard's plans and return the scrolls to where they belong?

→ Starting the Adventure

"There is a crowd gathered outside the Librarium Arcanum this afternoon, which is uncommon. The tall, brick-built institution is normally only visited by wise scholars and students of magic, but now it is swarmed by impatient Guards and gossiping locals. The vaguely worded letter you received today requested your urgent attendance."

The Librarium Arcanum has been declared a crime scene; Guards are searching for evidence and interviewing its staff. The letter to the party was sent by Marie Petola, a librarian who manages the restricted archive. Last night, Marie witnessed a frequent visitor named Horatio steal two scrolls. She tried to stop him, but he teleported away. Marie reported it to the city Guards, but they won't look for Horatio until they have enough evidence, which could take them days. She is eager for the forbidden scrolls to be returned urgently, before the young Mage hurts himself.

Important Characters

HORATIO ALTARIM

HUMAN, MALE, 21 (MAGE)

A young, ambitious wizard who is determined to turn himself into an immortal, all-knowing life form.

"The dark rings under Horatio's eyes expose his exhaustion, but his furrowed brow and rigid posture suggest he is fiercely focused."

MARIE PETOLA

HUMAN-ORC, FEMALE, 68 (COMMONER)

As the only person to witness the theft, Marie is desperate for others to believe her account.

"Marie's royal-blue robes are neat and fitted, apart from a faded patch on her left leg, where she nervously wipes her thick, round glasses."

STEBASTION 'STEE' TAGGIASCA

HUMAN, MALE, 87 (COMMONER)

Stee worries that his neighbour Horatio is becoming distant and obsessed with his demanding research.

"Wiry eyebrows and fluffy, white hair frame this elderly man's cheerful expression."

Suggested Story

Set the scene, have the party meet Marie outside the library to discuss the situation, then continue:

LOOKING FOR A HOME

- Marie asks the party to sneakily grab a logbook from within, to find out where Horatio lives.
- Horatio has avoided giving his address in the logbook, and merely wrote that he lives 'near the cherub-topped fountain'. The party must find him.
- Stee is sat near the fountain. He greets the party, but won't give out his neighbour's address easily.

ENTERING AND BREAKING

- An enchanted, sphinx-faced door knocker protects Horatio's terraced home, and will not open unless guests answer three of its riddles.
- The house has been trapped to slow prying city Guards. Tripwires criss-cross the living room, and some stairs hide spell runes.
- The upstairs landing leads to a sparse bedroom and a locked study. Anyone who gets near to the study is attacked by two sets of Animated Armour.

UH OH, OTYUGH

- In his study, Horatio has almost finished a ritual that will transform him into a higher life form. He laughs, mocks the party, then continues reading aloud from the forbidden scrolls.
- The ritual fails. Horatio screams and transforms into a feral Otyugh that furiously attacks the party.
- With Horatio defeated, the party can collect the missing scrolls. They will be rewarded for returning them, or made outlaws for keeping them.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Anim. Armour	18	33	+0	Multiple attacks
Commoner	10	4	+0	Avoids combat
Guard	16	11	+1	Carries spear
Mage	12	40	+2	Can counter spells
Otyugh	14	114	+0	Can restrain targets

Key Locations

LIBRARIUM ARCANUM

"Bookshelves line the high, stone walls of this impressive building, and natural light pours through a huge, domed roof onto the desks below."

Guards are quizzing worried librarians and looking for clues. They will not verify Horatio as the culprit until they can find substantial evidence.

The logbook is on a desk near the cordoned-off restricted archive.

BACKSTREETS

"The cobbled streets that lead away from the busy city centre quickly become a rabbit's warren of damp, meandering alleyways and seemingly identical homes."

Finding the cherub-topped fountain won't be easy, as there are many fountains in town. Wrong turns could lead the party down unsafe alleyways.

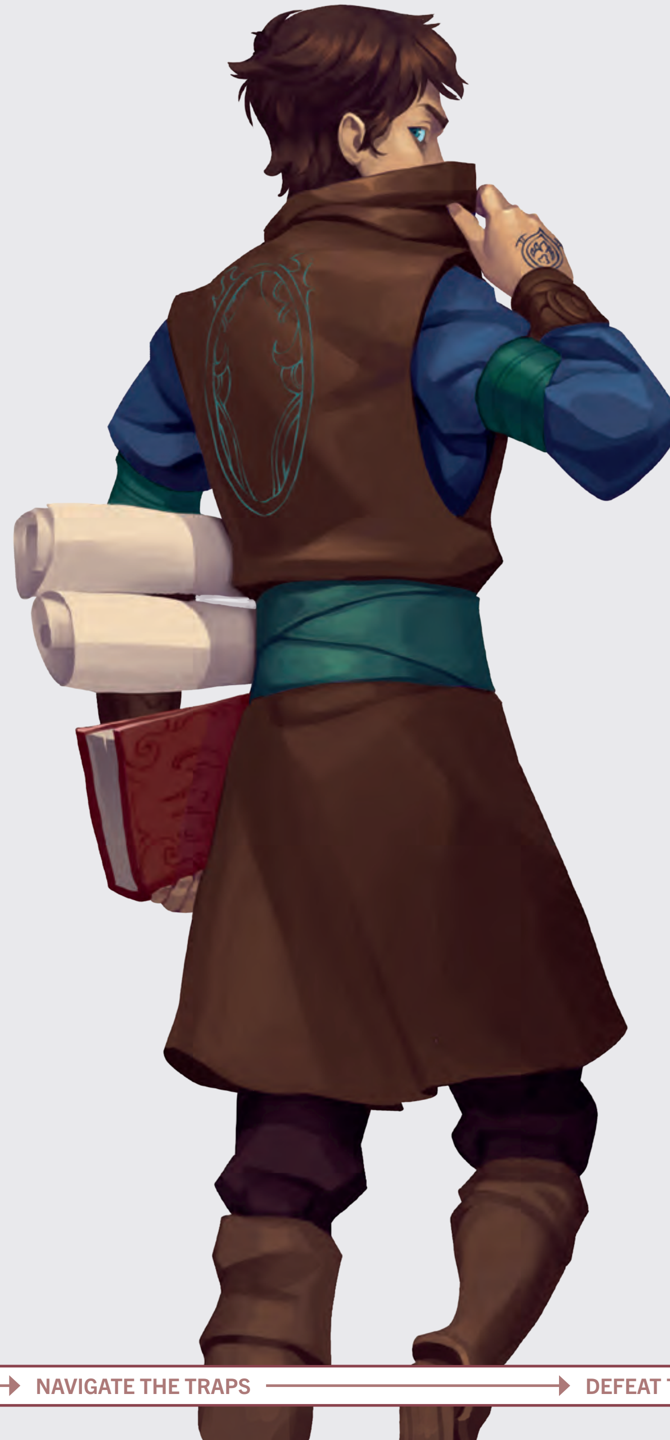
They might meet other townsfolk along the way, but will eventually find Stee peacefully reading a book.

HORATIO'S HOME

"Thin planks cover the windows, allowing little light to infiltrate the messy and stale-smelling interior. An open door leads to a simple kitchen, and rickety stairs lead to an upper floor."

Prepare a selection of riddles for the door knocker in advance that suit your party's skill level.

The tripwires downstairs trigger Hold Person spells and the stair runes trigger Fire Bolt spells.



Secrets and Clues

1. Marie was fond of Horatio. He visited the library regularly, and often started friendly debates.
2. Horatio had enquired about the restricted archive a couple of weeks prior to stealing the scrolls.
3. After losing both of his parents at an early age, Horatio is fixated on finding a way to cheat death.
4. Horatio studied transmutation at university, and recently graduated with a first class distinction.
5. Stee heard strange noises coming from within Horatio's home earlier today.
6. The scrolls are the work of Che Glüm, a cruel wizard who achieved 'aberration transmutation'.

★ Quest Rewards ★

Marie offers the party 100gp for each scroll that is returned to her. If stolen, both scrolls act as Spell Scrolls (True Polymorph). Four lilac crystals (20gp each) and two statuettes of Che Glüm (50gp each) can be found in Horatio's study.

Level ③-④ Adventure

EASIER: Consider replacing the Animated Armour in Horatio's Home with a trapped lock, and swapping the Otyugh transformation for a Gibbering Mouther.

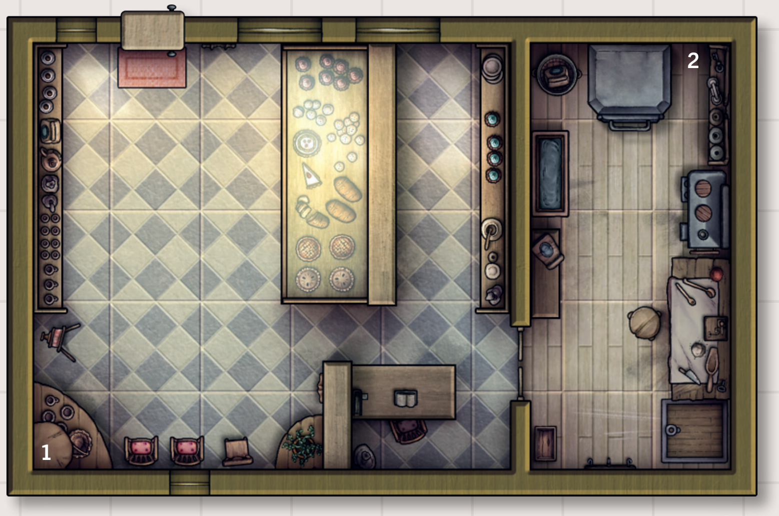
HARDER: Horatio could fight as a Mage before he transforms, and could change into a Cloaker instead.

TALK TO MARIE → FIND THE FOUNTAIN → ENTER HORATIO'S HOME → NAVIGATE THE TRAPS → DEFEAT THE OTYUGH → RETURN THE SCROLLS

THE BAKER'S DOZEN

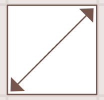
THRILLING · RESCUE · POPULAR BAKERY

Skeg's first couple of weeks working at the bakery went well. However, on his fourth week he came home with unexplained bruises, then during his fifth week he didn't come home at all. Can the party follow the clues that lead to Skeg, and uncover the secrets of the bakery?



ICED DELIGHTS

KEY
1. Storefront
2. Kitchen
3. Vera's office
4. Storage room
5. Armoury
6. Holding cells
7. Secret entrance
8. Fighting ring



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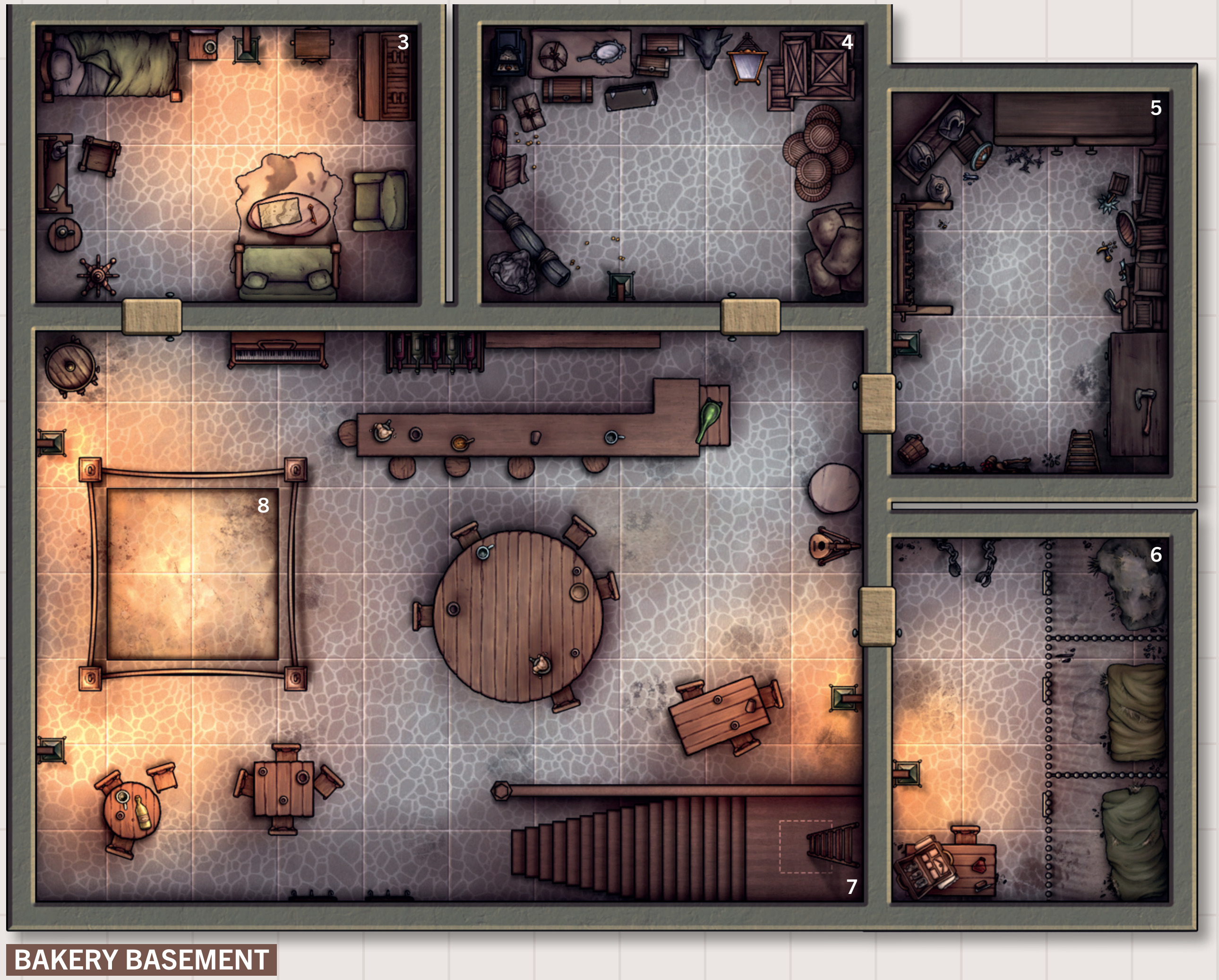


BAKERY BASEMENT

The confined basement will make it difficult for party members to get out of range of their Bandit opponents' attacks.

→ Starting the Adventure

"This morning, you received a desperate note from a Noble named Thuma. She hoped that you would be the right group of discreet freelancers to extract her missing son from a dangerous situation, without putting him at further risk. Now late afternoon, you are standing next to a market stall opposite a popular bakery, waiting to meet with Thuma to learn more."

Important Characters

THUMA DURASH

HUMAN-ORC, FEMALE, 43 (NOBLE)

Thuma clearly hasn't slept very well. She cannot enter the shop herself, as Vera knows who she is.

"Thuma uses a fine, silk handkerchief to wipe sorrowful tears from her pale-green cheeks."

SKEG DURASH

HUMAN-ORC, MALE, 18 (ORC ↓)

Terrified and alone, Skeg has been held captive in a cell for a week, and is forced to participate in fights.

"Skeg looks at you through blackened eyes with a hopeless expression. Bloodstained, flimsy clothing covers his muscular, bandaged frame."

VERA 'VERMIN' MINALL

HUMAN-ELF, FEMALE, 36 (WERERAT)

This pastry chef owns Iced Delights, as well as a profitable fight club called the Baker's Dozen.

"Vera is tall and slim with greasy, greying hair. A dark, leather apron dusted with powdered sugar covers her crimson clothing."

Suggested Story

Set the scene, introduce Thuma, then continue:

A MOTHER'S WORRY

- Thuma explains that her son, Skeg, has gone missing. She knows his disappearance is linked to his job at a bakery, and wants the party to find him.

FINDING A WAY IN

- First, Thuma asks the party to enter the bakery, posing as customers, to uncover any useful information from the staff. Then, she wants the party to break into the shop after it closes and search the property for any sign of her missing son.
- If the party probe and ask questions, Vera shuts down any conversations about Skeg and hurries them along, as Iced Delights closes in ten minutes.
- Once the shop is closed, the party can try to break in and find a trapdoor to a basement fight club.

BOUTS AND BETS

- Attempts to open the trapdoor alert the Bandits below, who mistake the party for new fighters. The party's names are entered into bouts listed on a chalk board, which also suggests Skeg will fight. Other Bandits arrive and fights begin in the ring.

THE MAIN EVENT

- A fight between Skeg and a Worg is announced. Vera walks out of her study, recognises the party, and turns all the Bandits against them.
- The party must rescue Skeg, while fighting off Vera, five Bandits and the unchained Worg.
- If Skeg is returned, Thuma will reward the party with 300gp and a handwritten commendation.

Key Locations

ICED DELIGHTS — A quaint bakery in the heart of town. Vera's sweet cinnamon rolls are a popular snack that keep patrons returning time and time again.

The bakery is a facade, underneath lies the Baker's Dozen fight club, where Vera earns most of her income.

BAKERY BASEMENT — The Baker's Dozen stinks of stale sweat and ale, and has a raucous atmosphere.

For the first fight, a Bandit is pulled out of a holding cell to compete against a party member. Skeg and a chained-up, hungry Worg occupy the other two cells.

Secrets and Clues

1. Skeg wanted to earn more money, so joined Vera's fight club. He kept this hidden from his parents.
2. Skeg lost a big bet but couldn't pay. Vera threw him in a cell and forces him to fight until his debt is cleared.
3. Thuma watched the bakery by herself last night, and saw ruffians entering, then leaving with new bruises.
4. The basement trapdoor is heavily bolted. During the day, it is covered with crates of baking supplies.

Level ③-④

EASIER: You could remove the Worg and some of the Bandits from the conflict, and Vera could be a Deep Gnome.
HARDER: Everyone in the Baker's Dozen could be a Wererat, and Skeg could be shackled or locked in his cell.

STING OPERATION

ADVENTUROUS ✶ CONFRONTATION VIBRANT TOWN

Reports of unseasonal wasp nests have overwhelmed a local pest control company. It's the party's job to destroy these vicious pests and figure out their source. The buzz in town will lead them to a florist, whose latest imports were infested with the stinging creatures.

→ Starting the Adventure

"You find a notice on a job board in town asking for anyone with pest control experience. Feeling qualified, you tear off the job posting and visit the address. Inside a shabby building, you find a Gnoll who is inundated with customer requests. She sits at her desk, shouting into various Sending Stones, before noticing you and beckoning you in."

Important Characters

KANE HUND
GNOLL, FEMALE, 28 (COMMONER)
Owns the successful Buzz Off Pest Control, which is currently experiencing unprecedented demand.

"Kane grasps scrunched up requests in her left hand, with more stuffed into her jacket pockets."

DILLIP BOTAZZIO
GOBLIN, MALE, 34 (COMMONER)
Dillip failed to notice that the lumina orchids he imported to sell in his shop were infested with wasps.

"Dillip wears pollen-stained overalls and a tool belt that holds secateurs and floral wire."

Suggested Story

Set the scene, have Kane hand the party a Sending Stone and an address to investigate, then continue:

FELINE FRENZY

- The party visit a Cat enthusiast's home. Insects in their attic have been scaring their beloved pets.
- Destroying the nest releases two Swarms of Wasps; two startled Cats attack the party at the same time.

KEPT IN THE DARK

- Next, the party are sent to a Drow family's home, which is kept in total darkness. Kane reminds the party to look for clues about the wasp's origins.
- The family found a nest in their child's bedroom. Destroying the nest releases six Swarms of Wasps.

TROUBLE BLOOMS

- Finally, the party are sent to Dillip's shop. His lumina orchid display is covered with ten Giant Wasps, a Swarm of Wasps and a Phase Spider who is preying on the insects.
- When the threats are removed, the party must decide whether to destroy or treat the orchids.
- A tired Kane will thank the party on their return.

Key Locations

CUSTOMER HOMES — The Cat enthusiast's home and the Drow family's home aren't very big, so the party will need to fight the insects at close quarters.

Both households recently bought flowers from Dillip's shop. Yellow pollen residue sits underneath each nest.

BOTAZZIO BLOOMS — The once neat and tidy shop has been trashed by the Giant Wasps and the teleporting Phase Spider who hunts them.

If the party become overwhelmed, the fight inside could attract a handful of Guards who run in and help.

Secrets and Clues

1. Dillip imported the expensive lumina orchids after seeing them in the wild on a recent holiday.
2. Lumina orchid nectar is the primary food source for a species of deadly wasps not common in this area.
3. The abundance of wasps in the shop attracted the Phase Spider from its home in the woodland.
4. Kane normally has one or two requests a week; she has had to hire six freelancers this week to help her.

Level ⑤-⑥

EASIER: You could have fewer wasps throughout the adventure, and replace the Phase Spider for a Giant Spider.
HARDER: The orchids could have been infested with Quasits disguised as centipedes; a Vrock could come to eat them.

CRYING WOLF

MYSTERIOUS INVESTIGATION TOWN HALL

Suggested Story

When the party arrive in a new town, they find all the locals gathered in the town hall, arguing loudly. Each night, a Werewolf has been killing a resident. With accusations flying around the room, can the party sniff out the traitorous shapeshifter before night falls?

Important Character

PETULA CARMICHAEL
DWARF, FEMALE, 150 (WEREWOLF)
This quiet shopkeeper owns a beloved toy shop. She sits knitting a doll, as the debate rages around her.

Key Location

TOWN HALL
There is a stage at one end of the room, where three town councillors sit, trying to maintain order. Rows of chairs have been overturned as accusations escalate into physical scuffles between uneasy citizens.

Expanding the Adventure

- How long has Petula lived in town, and when did she become a Werewolf?
- Who do the locals believe the killer is, and why?
- What secrets are other townsfolk trying to hide?

WALKING UNDEAD

SPOOKY DEFENCE CITY MORGUE

Suggested Story

Reports of grave robberies have prompted the city morgue to increase its security, so the party are hired to keep watch overnight. However, they will soon find the real challenge isn't stopping people entering the morgue, it is keeping the undead from getting out!

Important Character

DR EVANDER HALCYON
HUMAN-ORC, MALE, 39 (PRIEST)
Soft-spoken Dr Halcyon oversees the morgue's operations and gives the party a tour of the facilities.

Key Location

MORGUE
A cool, dark space in one of the city's civic buildings is used for storing remains. As the clock strikes midnight, bodies awake and begin to roam the corridors, looking for a way out onto the streets.

Expanding the Adventure

- Why have the undead started to wander and where are they trying to go?
- Are the bodies being summoned for sinister reasons?
- What happens if the party try to stop the undead?

PRIZED PROCESSION

THRILLING ACQUISITION CELEBRATING CITY

Suggested Story

The party line up to watch a procession wind its way through the streets. The highlight of the parade is a famous artefact, held aloft by eight elaborately dressed Knights. Suddenly, two of the artefact holders turn on the others, grab the object and try to bolt.

Important Character

AZIZI GWARIDE
TIEFLING, MALE, 45 (NOBLE)
The councillor responsible for organising the pageant and vetting the staff, dressed in ceremonial robes.

Key Location

CITY STREETS
The narrow streets have been decorated for the annual parade, with gold lanterns and bunting strung from the windows of nearby tall buildings. Crowds of revellers are packed onto the pavements.

Expanding the Adventure

- What is the artefact and why is it so significant?
- How did the Spies infiltrate the protective guard, and do they have allies planted in the crowd?
- Can the party track the Spies and retrieve the item?

As your party walk through urban areas, see if they are perceptive enough to notice someone picking their pockets.

SCHOOL SPIRIT

LIGHT-HEARTED CONFRONTATION BOARDING SCHOOL

It's exam season at the disaster-prone Goldenwood Prep and, if the school is to avoid closure, the staff and students need to get through the tests without a hitch. Unfortunately, a prank gone wrong has summoned the Ghosts of former teachers back to school!

→ Starting the Adventure

"The heroic figure that stands on the pedestal in front of you would look intimidating, if not for the pair of glasses and goofy moustache that has been painted onto its stone face. The caretaker tries to scrub the marks off, but they remain stubbornly in place. A woman in an academic robe glares at the student beside her, who is avoiding eye contact, then thanks you for answering her job posting."

A graduating student, Mila, vandalised a statue on the school's memorial monument as a pre-exam prank. This disruptive behaviour caused the Ghosts of three long-dead teachers to be summoned back to haunt the school grounds, re-enacting the tasks they did in life. The headmistress asked the spirits to leave, but they lashed out at her. So, she hired the party to try and clear the spooky staff, ideally without alerting the students to any excitement that might derail their revision efforts.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (tennis racket)
Flying Sword	17	17	+2	Slashes foes
Gargoyle	15	52	+0	Multiple attacks
Ghost	11	45	+1	Possesses people
Shadow	12	16	+2	Drains strength

Important Characters

HEADMISTRESS CALISSA WHEATHORN

HUMAN, FEMALE, 42 (COMMONER)

The headmistress of Goldenwood Prep. She is very anxious about her students' exam performance.

"The teacher in front of you is visibly frazzled. She adjusts the school crest pin on her robe and clears her throat as she collects her thoughts."

MILA DEKIPPER

HALFLING, FEMALE, 17 (COMMONER)

A mischievous student at Goldenwood Prep who can't help but find herself in the middle of trouble.

"Splatters of the white paint used in her prank stain her hands and uniform. Clearly showing no remorse, she fights a gleeful grin."

HEADMASTER BAZ MOSELY

HUMAN-ELF, MALE, DIED 99 YEARS AGO (GHOST)

The founder of Goldenwood Prep was known to be a cruel taskmaster in life, who always got results.

"His ethereal body is tinged with blue light, from his flowing gown to his bony fingers."

Key Locations

STUDENT LIBRARY

"Cherry-oak panelling lines the walls that surround the library shelves and tables. Confused students peer through the windows, eager to study."

Ms Astecrest passes through shelves, causing books to fall off and hit the party.

There are three piles on the front desk: a sorting pile, a new arrivals pile, and a disposal pile for books that are rarely used by students.

FENCING STUDIO

"The sliders on the score board are moving by themselves, and four fencing foils fly around the room at dangerous speeds."

There are no students currently in the studio, but some are waiting outside to begin training. They must be kept away until the room is made safe.

Ms Scarletfang defends an old trophy cabinet. She compliments and tries to possess anyone who seems to be proficient with swords.

SCHOOL COURTYARD

"The sun has moved to the other side of the school, elongating the shadows of pillars and statues in the yard."

Memorials and plaques around the courtyard celebrate past teachers, including the defaced statue of Headmaster Mosely.

During the final confrontation, Mosely will try to confront and scare Mila, who had been helping the caretaker clean the statue.

Suggested Story

Set the scene, have Wheathorn give the party academic robes to wear to blend in, then continue:

EXAM PREP

- Wheathorn needs the Ghosts dealt with before exams start tomorrow. She believes the Ghosts may be pacified with tokens from their past life.
- Ms Astecrest is haunting the library, so students are not allowed in and cannot study there until she is removed. Wheathorn sends the party there first.

CLASS WARFARE

- The librarian's Ghost attacks the party, but is pacified if they read a portion of her novel aloud.
- Wheathorn rushes to find the party and says the Ghost in the fencing studio is causing a scene.
- As the party enter, they are ambushed by four fencing foils (Flying Swords). Once two swords are defeated, Ms Scarletfang's Ghost appears and attacks. Polishing her trophy will pacify her.

GOING OLD-SCHOOL

- The party hear screams from outside the studio and see Wheathorn running to the courtyard, chased by the Ghost of Headmaster Mosely.
- Mosely possesses Wheathorn, animates his defaced memorial statue (Gargoyle) and raises three Shadows to fight alongside him. To dispel Mosely's Ghost, the party must defeat him outright or convince Mila to apologise.
- With the Ghosts all gone and the school returned to a calm state, Wheathorn pays the party. Mila is immediately sent to detention to write lines.

Secrets and Clues

1. Sariel Astecrest was a librarian and author. A copy of her novel is sadly on the disposal pile.
2. Adelaide Scarletfang was a fencing tutor. Her fencing trophy is covered in dust and cobwebs.
3. Baz Mosely was a harsh headmaster. He insists on being shown appropriate respect from students.
4. Mila's prank last year was releasing a Stinking Cloud spell in the school's canteen at lunchtime.
5. The school has been threatened with closure due to poor results in consecutive exam seasons.
6. The unlucky school has faced a dragon attack, zombie incursion, and relocation to another plane.

★ Quest Rewards ★

Wheathorn offers the party 500gp if they can clear the Ghosts from the school, but will deduct 150gp if they cause significant disruption while removing the Ghosts. Mila passes the party an Eversmoking Bottle as they leave, which she got for a future prank.

Level ⑤-⑥ Adventure

EASIER: Ms Astecrest could be a Banshee and Ms Scarletfang a Ghast. You could remove the forces that aid Headmaster Mosely in the final fight.

HARDER: Consider using Wraiths instead of Ghosts, and replacing the Shadows with Spectres.

ARRIVE AT SCHOOL → TEACHER BRIEFING → LIBRARY TIME → HIT THE GYM → HEADMASTER DUEL → END OF PLAY

WARTS AND ALL

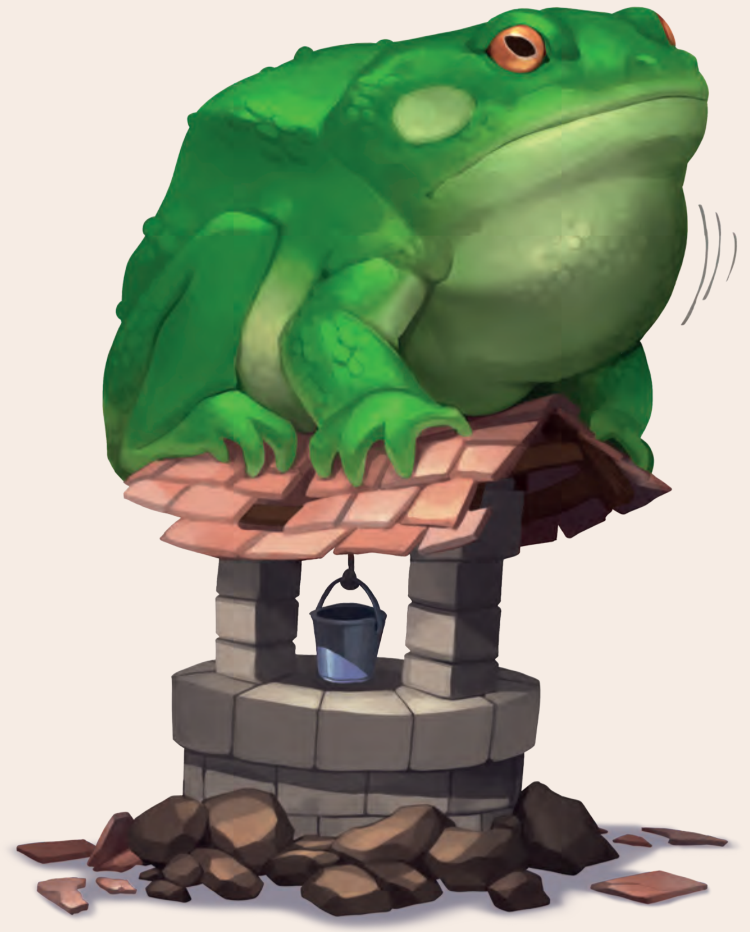
ADVENTUROUS DELIVERY TOWN WELL

As the townsfolk awake and go about their morning routines, the last thing they expect to see is a Giant Toad sitting on the roof of the well! Some see the toad as a threat, while others see it as bad for business. Can the party guide the absent-minded amphibian back home?

→ Starting the Adventure

"In anticipation of the day ahead, you've decided to have a hearty breakfast at a café recommended by many of the locals. However, as you near your destination, you see an armed mercenary, with weapons drawn. The fighter has their eyes fixed on a large, bulbous toad who is sat on the top of a well. A smaller, unarmed figure stands between the mercenary and its quarry, seemingly happy to risk their own life for that of the creature."

During the night, a Giant Toad wandered into town from a nearby forest looking for water to lay its spawn, and found the town well. This morning, the Giant Toad's intimidating presence has scared many of the townsfolk. Haworth's café business has been especially impacted due to its proximity to the well, so he hired a mercenary named Crail to kill the Giant Toad. Feeling sorry for the creature, Alfie hires the party to defend it.



Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Commoner	10	4	+0	Club (umbrella)
Giant Toad	11	39	+1	Swallows its enemies
Gladiator	16	112	+2	Bashes with a shield
Hydra	15	172	+1	Regrows lost heads
Sw. of Ravens	12	24	+2	Resistant to damage

Suggested Story

Set the scene, have Alfie call out for the party to intervene, then continue:

BEFORE YOU CROAK

- Alfie offers the party coin to defend the Giant Toad from Crail's attempts to kill it.
- Crail will attack the party if they interrupt her task. When she is reduced to a quarter of her health, she furiously retreats back to the café.

SPAWN TO BE WILD

- A grateful Alfie offers the party more money to take the Giant Toad and spawn back to the forest. The party must find a way to move the stubborn beast, as well as collect bucketfuls of its slimy spawn from the bottom of the deep well.
- On the way to the forest, the party must keep the Giant Toad hydrated or risk it losing hit points. A hungry Swarm of Ravens try to eat the spawn.

HEADS ABOVE WATER

- At the lake, there is an obvious issue; five large crocodiles have displaced the previous occupants from their preferred spawning spot.
- If the party try to scare or move the crocodiles, they will rise out of water, revealing that the heads actually belong to a five-headed Hydra. The Hydra will attack the party, seeing them as a threat.
- Defeating the Hydra, the party can help the Giant Toad and its spawn back into the lake.

LEAPING FOR JOY

- Back in town, Alfie will excitedly thank the party and offer them a 10 per cent discount in his store.

Key Locations

DAMAGED WELL

"The Giant Toad slept on the well's roof overnight, causing its wooden beams to warp, and some of its roof tiles to slip off and shatter onto the path."

A winched rope holds the bucket used to draw water from the well. The well is 20 ft deep and its once clear water is now full of spawn.

Nearby barrels and a fruit cart may come in handy when transporting the spawn and the Giant Toad.

ROAD OUT OF TOWN

"The cobblestone road out of town eventually graduates into a muddy track. It leads west through a peaceful forest, and then skirts the lake."

The road curves around six large boulders halfway to the forest. The rocks are home to a Swarm of Ravens who live off carrion and food that has fallen from merchants' carts.

The Swarm of Ravens will happily peck the party to get to the spawn.

MUDDY FOREST LAKE

"The bog-like lake that sits just off the dirt road looks like the perfect place for a Giant Toad to live. However, five scaly crocodiles sit half-submerged in its muddy waters."

The five crocodiles are actually the heads of a Hydra. The Hydra will not see the party as a threat until they interact with it.

When the Hydra is gone, displaced Giant Toads will return to the lake.

Important Characters

ALFRISTON 'ALFIE' MOUSEHOLE

HALFLING, MALE, 49 (COMMONER)

The owner of a magical creature supply shop who would be sad to see the Giant Toad injured.

"Alfie regularly blows his floppy fringe out of his eyes. He has an incubating cockatrice egg in the pocket of his red overalls."

HAWORTH MAWES

HUMAN-ELF, MALE, 63 (COMMONER)

A café owner who finds the Giant Toad repulsive, and is irritated that it is driving away customers.

"Haworth wears a dark apron over a white shirt. A notebook peeks out of his top pocket."

CRAIL MELROSE

HUMAN, FEMALE, 32 (GLADIATOR)

Experienced mercenary, hired by Haworth. Crail has no objections to killing and removing the Giant Toad.

"Crail's ivory hair cascades down her black, leather armour. Four short spears clip into a holster on her back, next to an iron buckler."

Secrets and Clues

1. Crail is a regular customer at Haworth's café, and often brags about the monsters she has slain.
2. Crail is between jobs, so was happy when Haworth offered her 100gp to kill the toad.
3. Haworth recently submitted a complaint about the 'antisocial smell' that comes from Alfie's shop.
4. Haworth feels deeply embarrassed that many of his breakfast regulars ate at other cafés today.
5. Alfie's shop sells pet food, manure, toys, litter boxes, aquariums, and a selection of fey pets.
6. The pets in Alfie's store are all animals rescued from illegal circuses or animal-fighting rings.
7. The town guards didn't notice the Giant Toad enter the settlement, as they were playing cards.
8. The owner of the fruit cart and barrels is Alfie's friend. If asked, they will lend items to the party.
9. Alfie knows Giant Toads normally spawn on the eastern side of the lake, which has large lily pads.
10. The Hydra has killed many of the lake-dwelling animals, leaving floating remains in the water.

★ Quest Rewards ★

Alfie offers the party **50gp** to defend the Giant Toad, and **50gp** to return it to the lake. If the party defeat the Hydra, the town council gives them a **350gp** reward for removing the threat. Alfie can also make **Ammunition +2** from any harvested Hydra scales.

Level ⑤-⑥ Adventure

EASIER: Crail could be a Veteran, and the Hydra could be replaced with two lounging Basilisks.

HARDER: Haworth could hire two Gladiators to quickly remove the Giant Toad. The Hydra could start the fight with seven heads, rather than five.

DEFEND THE TOAD → SHIFT THE SPAWN → KEEP HYDRATED → FEND OFF RAVENS → HYDRA BATTLE → RETURN TO ALFIE

Night Owls

MYSTERIOUS INVESTIGATION SMALL TOWN

Suggested Story

Loud hoots and squawks from a house in town are keeping the patrons of a neighbouring inn awake at night. The owner of the house, a known bird enthusiast, hasn't been seen in a week, so the inn's proprietor asks the party to see what has got the birds in a flap.

Important Character

JULIUS PEACH
HUMAN, MALE, 46 (COMMONER)
This innkeeper is at the end of his tether. He hasn't slept in days and customers are demanding refunds.

Key Location

NEXT-DOOR HOUSE
The ground floor of the house is neat and tidy. A note is left on the table giving instructions for the care of the birds. Upstairs, a room has been turned into a large aviary, filled with several irate Giant Owls.

Expanding the Adventure

- Where is the homeowner? Who was meant to look after the birds and why haven't they been doing so?
- How will the Giant Owls react when the party arrive?
- Are there any other surprising pets in the house?

Courtroom Drama

MYSTERIOUS DEFENCE GRAND COURT

Suggested Story

When the party are summoned for jury duty, it becomes obvious that accomplices of the individual on trial, a notorious crime guild boss, are trying to sabotage the proceedings. Can the party protect the other jurors from the Thugs and ensure justice is served?

Important Character

MURRIE SLIPFOOT
HALFLING, MALE, 89 (ASSASSIN)
This arrogant criminal seems unflustered by the legal proceedings, and smirks whenever he is questioned.

Key Location

COURTROOM
A stately chamber with marble walls and polished silver railings. There is a raised judge's bench, witness box, and dock for the defendant. There are separate seating areas for the jury and members of the public.

Expanding the Adventure

- What crimes is Murrie charged with?
- How do Murrie's minions try to disrupt the trial?
- Who are the other jurors, and will the party suspect any of them have been bribed by the crime guild?

Head in the Clouds

LIGHT-HEARTED RESCUE UNIVERSITY

Suggested Story

An exchange visit to a local university has left a Cloud Giant named Gust feeling homesick. Unfortunately, his big emotions are playing havoc with the weather and the campus is filled with fog. Can the party cheer up Gust and ensure sunnier days for the rest of his stay?

Important Character

GUSTAV 'GUST' CIRROSTRATUS
CLOUD GIANT, MALE, 21 (CLOUD GIANT)
Gust's parents told him this trip would be educational, but he is struggling to adapt to life on solid ground.

Key Location

DORM ROOM
A temporary dorm room has been set up in one of the university's lecture theatres, so Gust has enough space to rest and relax between classes. A heavy thundercloud currently hovers over its roof.

Expanding the Adventure

- What hobbies and activities does Gust enjoy?
- What impact is the weather having on other students?
- Are there other exchange students at the university, and might the party be invited to visit Gust in return?

Preparing a few extra character names can be useful if your party are visiting a busy town with lots of potential NPCs to befriend.

The Last Resort

SPOOKY ESCAPE LUXURY SPA

The party take a well-earned break at a luxury wellness resort in town, but feel drained and lethargic after their first treatment. The reclusive owners are surely hiding something about their strange methods, but can the party uncover the truth before it's too late?

→ Starting the Adventure

"The hollow noise of your boots on the chequerboard, marble floor echoes around the reception area of the resort. A relaxed-looking gentleman sat on a bar stool nods to you politely, while a bartender shakes up something new. Before long, a timid receptionist greets you and hands you flowing, lavender-scented trousers and tunics to change into."

Important Characters

AZAVIELLE
SUCCUBUS, FEMALE, 245 (SUCCUBUS)
Shapeshifts into the receptionist, aromatherapist and stern owner. Dislikes patrons who ask questions.

YLANEAR
INCUBUS, MALE, 241 (INCUBUS)
Shapeshifts into the bartender, aromatherapist and kind owner. Loves to torment and disorientate Larri.

LARRI STONETHROWER
HALFLING, MALE, 52 (COMMONER)
Confused, but chilled-out. Wears a flamboyant, unbuttoned shirt and holds a colourful cocktail.

Suggested Story

Set the scene, have the party change, then continue:

JUST RELAX

- The receptionist insists that the party's weapons and armour are locked away. She gives them keys to the lockers and takes them to a treatment room.
- The fiends enter in new forms and commence the treatment. They try to charm the party, then drain them while dabbing oil on their heads. If the party grow suspicious, the fiends go to 'get the manager', but never return.

SMELL THE ROSES

- The party can investigate the spa and will find their equipment is missing. Larri is relaxing and reading a book in the first hotel room they search.

NO REFUNDS

- When the party enter the final hotel room, they see their weapons are on the bed. When they try to take them, the hiding fiends attack in their true forms.
- When injured, the fiends offer the party a deal to become business partners and share spa income, but attack if turned down. When they are defeated, Larri is freed from the fiends' mind-control.

Key Locations

BEAUTIFUL SPA — Bouquets of flowers and trickling water features make the surroundings feel relaxing.

The resort is made up of four treatment rooms, a bar and reception area, and four hotel rooms on the top floor, including one where the fiendish owners reside.

FIENDS' ROOM — A locked, dark room with heavy shutters. This is where the fiends normally rest.

Strange, magical statues flank the doorway. When triggered, the statues breathe fire (Burning Hands spell) every time a non-fiendish character gets within 10 ft.

Secrets and Clues

1. The fiends' spa started small, but grew in popularity after good reviews from charmed and dazed guests.
2. After feeding on their patrons' energy, the fiends feel rejuvenated; their patrons are left feeling lethargic.
3. Larri has been kept and drained by the fiends for years, but he doesn't realise how long it has been.
4. Larri enjoys spending time with each of the fiends' personas, but has never seen them all in one room.

Level ⑤-⑥

EASIER: You could remove the statues from the fiends' room and have the resort run by just one fiend.
HARDER: Larri could be a Night Hag in disguise, and act as Azavielle and Ylanear's watchful overseer.

JUST THE TONIC

THRILLING · INVESTIGATION · SMALL TOWN

When townspeople start falling ill, a tonic seller begs the party to help prove that he is not responsible. In their quest to clear the vendor's name, the party will discover the real culprits are a group of greedy gangsters who are looking to crush their commercial competition.

→ Starting the Adventure

"The sun is starting to set as you make your way through the surprisingly quiet streets. Eventually, something becomes audible. First a murmur then, as you get closer, shouts. Turning the corner, you solve the mystery of the empty streets: it seems that the whole town's population is crowded around one seller, and they don't sound impressed."

The angry crowd is confronting Keldo, a travelling purveyor of tonics and elixirs. He was giving out free samples of his famous health tonic, after which several citizens became very ill. However, Keldo is not to blame for their sudden symptoms. The tonics were sabotaged, under the orders of Harlow, the boss of a local crime guild known as the Foxgloves. Harlow wants to destroy Keldo's reputation, to preserve the monopoly her three businesses have in town. With Harlow's criminal crew on his case, Keldo's livelihood, and his life, are under threat.

Important Characters

KELDO SHORTCLOAK

GNOME, MALE, 62 (COMMONER)

A purveyor of health tonics who is new to town. He has found himself in real trouble with the Foxgloves.

"He ducks as a bottle of yellow liquid the same colour as his hair knocks a violet top hat right off his head. Keldo's eyes are wide and fearful."

ZELK TENK

GOBLIN, MALE, 44 (COMMONER)

Expert chemist who is paid very well for running an apothecary shop that is owned by the Foxgloves.

"Zelk wears his hair in a tight ponytail, and often scratches the grey stubble on his square chin."

HARLOW DRISCOLL

HUMAN, FEMALE, 37 (BANDIT CAPTAIN)

The Foxgloves' leader ensures her tavern, smithy and apothecary all have monopolies in the area.

"A dirty cloth is slung over one shoulder of Harlow's brown dress. She serves tavern patrons with equal amounts of banter and charm."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Assassin	15	78	+3	Element of surprise
Bandit Captain	15	65	+3	Can parry attacks
Commoner	10	4	+0	Avoids combat
Ochre Jelly	8	45	-2	Divides when slashed
Spy	12	27	+2	Multiple attacks

Suggested Story

Set the scene, describe Keldo's cart, then continue:

CUSTOMER COMPLAINTS

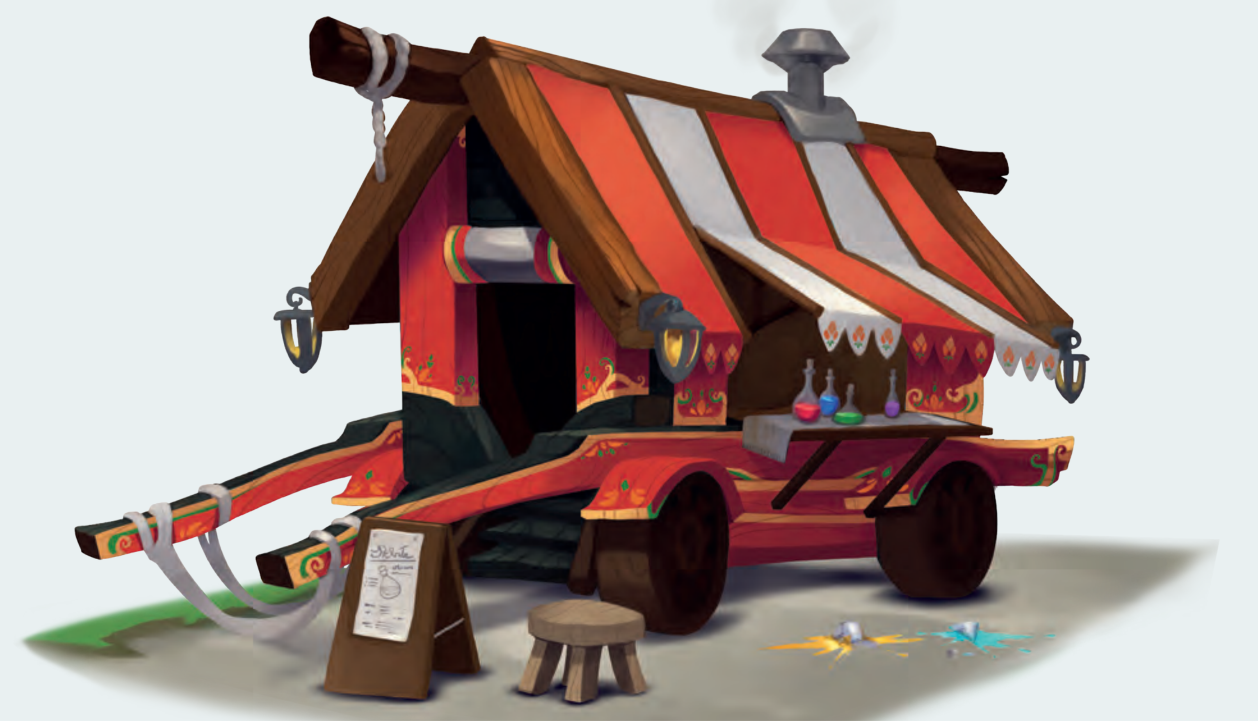
- Keldo begs the party to clear his name; he tells them to inspect his cart to prove his innocence.
- The cart has been tampered with. An Ochre Jelly lurks in a water barrel and attacks the party.
- Keldo concludes that only an apothecary would know how to tamper with tonics, and offers to pay the party to investigate Zelk's store.

POISONED TRAIL

- The party find Zelk treating a 'sickly' local. When the party start asking questions, Zelk asks them to wait in his office until he is done with his patient.
- Soon after, the patient (Assassin) enters the office and tries to kill the party. Meanwhile, out of sight, Zelk flees to a local tavern.
- After defeating the Assassin, the party find a tavern room key on the body. There are also anonymous letters on Zelk's desk, referring to secret meetings at the Diamond Hare tavern.

OUTFOXED

- In the tavern, the party can speak to the barkeep, Harlow, or the patrons, who are all gang members. They all claim not to know where Zelk is.
- After a few questions, Harlow orders the door to be barred, and 11 Foxglove members (Spies) will attack the party in an attempt to silence them.
- After the fight, Zelk appears. He offers to pay the party if they agree to not expose his role in the plot. The party can report their findings to Keldo.



Key Locations

KELDO'S CART

"The angry mob are gathered around a wooden wagon, which is surrounded by shattered bottles of colourful liquid."

Keldo is cowering behind some crates near his tonic wagon.

Inside, the party find a cabinet with a broken lock; harmless spearmint and toxic oleander extracts that have been switched around; and an Ochre Jelly floating in a barrel of purified water.

ZELK'S APOTHECARY

"Hanging flowers flow over the door to the apothecary, which creaks as you enter. Shelves upon shelves of labelled liquids and herbs line the uneven walls."

Zelk's small shop is cluttered and a little chaotic. The Assassin who broke into Keldo's cart was talking to Zelk before the party entered, but pretends to be an unwell patron.

Two of the three round jars behind the front desk hold Ochre Jellies.

THE DIAMOND HARE

"The tavern sign depicts a smirking, glittering hare sat on an ale keg. As you enter the warm taproom, you find it full of upbeat patrons enjoying tankards of ale and hot food."

The Diamond Hare is owned by Harlow, and serves as a popular drinking spot in town, as well as a hideout for her gang.

There are three guest rooms and two meeting rooms upstairs.

Secrets and Clues

1. Some of the angry mob around Keldo's cart are Foxglove members trying to stir up more trouble.
2. Keldo's extracts are kept in vials labelled 1 to 40. Vials 6 and 8 were swapped by the Assassin.
3. Foxglove members receive a wrist tattoo when they join the gang, depicting their floral namesake.
4. The Assassin in Zelk's apothecary is one of Harlow's good friends, a vile man named Widford.
5. The letters on Zelk's desk are signed with the Foxgloves' emblem and discuss framing Keldo.
6. Keldo came to town a week ago. Profits at Zelk's shop started to fall, much to Harlow's displeasure.

★ Quest Rewards ★

Keldo offers the party this week's revenue (480gp) if they can follow the clues and clear his name; he also gives them a free health tonic (Potion of Vitality) for a job well done. A small holster around Harlow's left leg holds a Dagger of Venom.

Level ⑦-⑧ Adventure

EASIER: The Assassin could instead be a Spy, and the guild members in the tavern could be Bandits.

HARDER: Harlow could use Knight stats, and Zelk could join the bar brawl as a Druid. Consider also swapping the Ochre Jelly for a Black Pudding.

COWERING KELDO → CLUES IN THE CART → INVESTIGATE ZELK'S → ASSASSIN AMBUSH → TO THE TAVERN → BAR BRAWL

NOT YOUR VAULT

THRILLING ACQUISITION CITY BANK

Sometimes you've got to send a thief to catch a thief. In this case, the party are hired to retrieve some vital evidence that will expose widespread bribery and corruption. Unfortunately, the documents are stored in a highly secure bank vault. This calls for a heist!

→ Starting the Adventure

"You were told to make sure you weren't followed to this meeting, so you cast a careful eye around you before knocking on the workshop door. You hear movement from within, boxes scraping and a number of locks being unlatched. Finally, the door opens a crack, and your contact beckons you in. The whole room is covered in plans relating to today's task."

Cerys is not your typical criminal mastermind. On a recent auditing job, this amateur sleuth uncovered evidence of widespread corruption in local government. She has learned many influential leaders are receiving large bribes from a criminal gang, in return for political favours. Cerys soon realised the only way to prove the crimes is to steal secretive financial statements. She's located the private bank used by the syndicate and figured out a way into the vault. However, she will need the party's help to complete the heist.

Important Characters

CERYS ORTEGH-CLARKE

HALFLING, FEMALE, 84 (SPY)

Cerys has turned her analytical auditor's mind to researching the corruption and planning the heist.

"There is a sense of anticipation in Cerys's deep brown eyes, but her hands are steady as she sorts through the contents of her satchel."

HARIG RENSWELTER

ELF, MALE, 213 (CULTIST)

Self-serving Harig fawns over the party with false flattery when they first arrive at the private bank.

"The individual walks towards you with his back perfectly straight and chin slightly raised. As he draws closer, he dips into an excessive bow."

MAXIMUS EQUDRAKE

DRAGONBORN, MALE, 42 (HALF-RED DRAGON VETERAN)

A retired mercenary. Maximus has authority over the automated security guards that patrol the bank.

"The security guard has his helmet shut, but wisps of smoke escape from vents in the side."

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Anim. Armour	18	33	+0	Multiple attacks
Cultist	12	9	+1	Devoted to their job
H. R. D. Veteran	18	65	+1	Heavy weapons user
Spy	12	27	+2	Highly perceptive
Stone Golem	17	178	-1	Multiple immunities

Suggested Story

Set the scene, describe Cerys, then continue:

MISSION BRIEFING

- Cerys briefs the party on her plan to get into the bank, and the obstacles they are likely to face. Posing as a new client, Cerys has arranged a tour of the bank's vault. The party must plan aliases.

SCENE OF THE CRIME

- At the bank, Cerys and the party meet with Harig. If their deception is successful, four Animated Armour guards go with them to the vault. If Harig is suspicious of their story, there are eight guards.
- Bank policy requires the party to relinquish their weapons to the guards. The party enter the vault with Harig and the guards, and the door is closed.

CRACKING THE VAULT

- Once in the vault, Cerys gives the signal to subdue Harig and the guards, find the evidence in one of the lockers, and steal any other riches they can.
- An alarm triggers an arcane laser grid inside the vault. Once the grid is disabled, the party must get past the Arcane Lock spell on the vault's door.

GETAWAY PLANS

- Once out of the vault, there are two more Animated Armour guards blocking the path out, led by Maximus, the Head of Security.
- Reaching the bank lobby, a huge Stone Golem blocks the door. Toxic gas (that acts as the Cloudkill spell) is also being pumped into the chamber.
- If they defeat the Stone Golem, the party can flee into a getaway wagon that Cerys has arranged.

Key Locations

BANK EXTERIOR

"There is no name above the thick metal door, just a sign with a single gold talon. The building has no windows."

The evidence Cerys needs is stored in a private bank named Dragon's Claw Holdings, which caters to unsavoury clientele.

The bank uses automated security guards, to ensure privacy. The most important safety deposit boxes are stored in the main vault.

BANK LOBBY

"You step into a room that exudes quiet luxury. The chandelier that hangs from the high, domed ceiling stops just short of the impassive stone statue below."

The statue, a dormant Stone Golem, depicts the bank's Dragonborn founder clutching a stack of coins.

The lobby is the only way in or out of the bank. From here, Harig leads the party down long, sloping corridors to the underground vault.

BANK VAULT

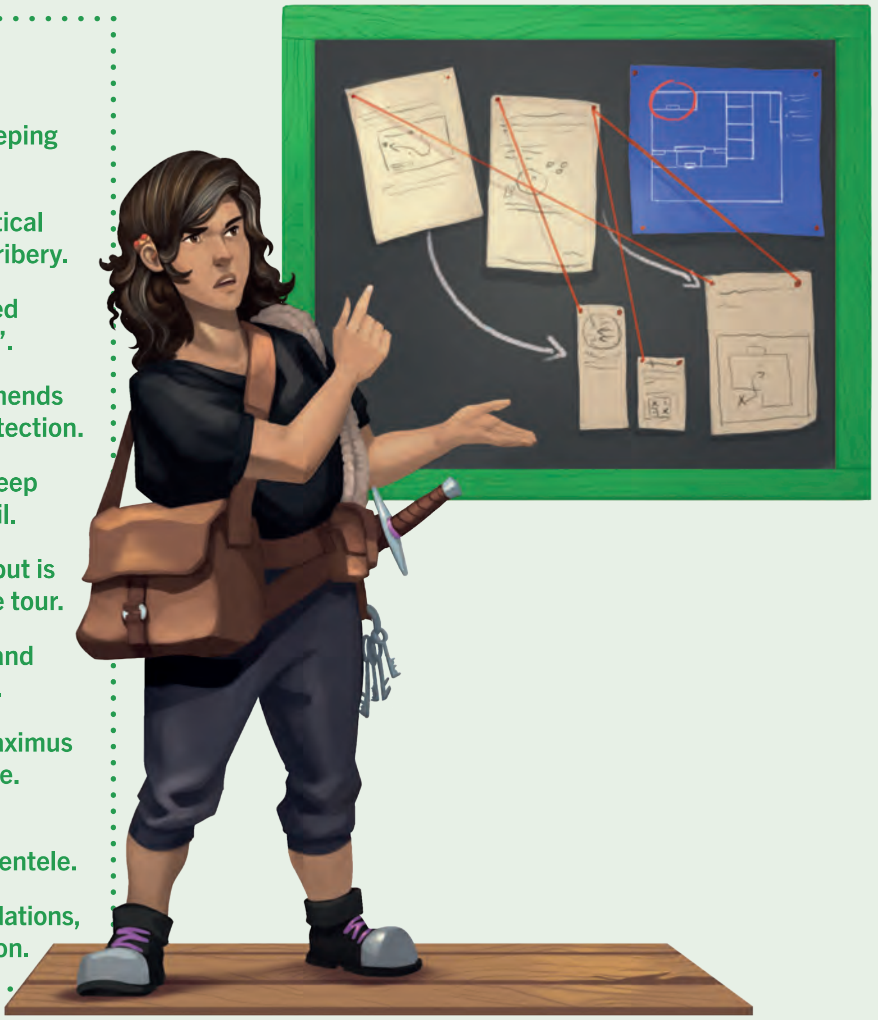
"Easily 15 ft in diameter, the huge vault door swings open before you, revealing the gleaming contents within."

There are around 100 lockers in the vault. Cerys identifies one labelled 'Mr P', which contains the documents she is looking for.

The lasers (Scorching Ray spell) can be disabled at source, but someone must dexterously weave between the grid's beams to do so.

Secrets and Clues

1. Cerys specialises in municipal account keeping and has never previously broken the law.
2. Cerys noticed subtle discrepancies in political accounts; further investigation revealed bribery.
3. Cerys has identified the bribes are recorded as coming from an individual named 'Mr P'.
4. Cerys has some thieves' tools, but recommends the team take limited supplies to avoid detection.
5. The crime syndicate bribing the officials keep proof of the corruption, to use as blackmail.
6. Harig may be suspicious about the party, but is used to dishonest clients, so continues the tour.
7. The other lockers contain cash, jewellery and valuables, but are heavy and hard to open.
8. If the party can't unlock the vault door, Maximus and the guards will open it from the outside.
9. Harig will not call the authorities, to avoid drawing attention to the bank's corrupt clientele.
10. The vault is carved into natural rock foundations, so tunnelling in or out is not a viable option.



★ Quest Rewards ★

If the party successfully make it out of the bank, Cerys gives them each 150gp. They can also keep anything they stole from the vault. If they fail, Harig will order guards to seize their possessions; he will kick them out and warn them to watch their backs.

Level ⑦-⑧ Adventure

EASIER: Try just three Animated Armour guards to escort the party. Maximus could use Veteran stats and the Stone Golem could be a Shield Guardian.

HARDER: Harig, Maximus and all the guards could use Half-Red Dragon Veteran stats.

CHAPTER 8

LEGENDARY ADVENTURES

The deadliest foes, toughest challenges and most epic battles demand only the bravest of heroes! Prepare for the fight of your life with these high-stakes adventures, featuring hordes of the undead, otherworldly aberrations, gargantuan monsters and more. Are you and your adventurers ready to become legends?

TEACHER'S PET

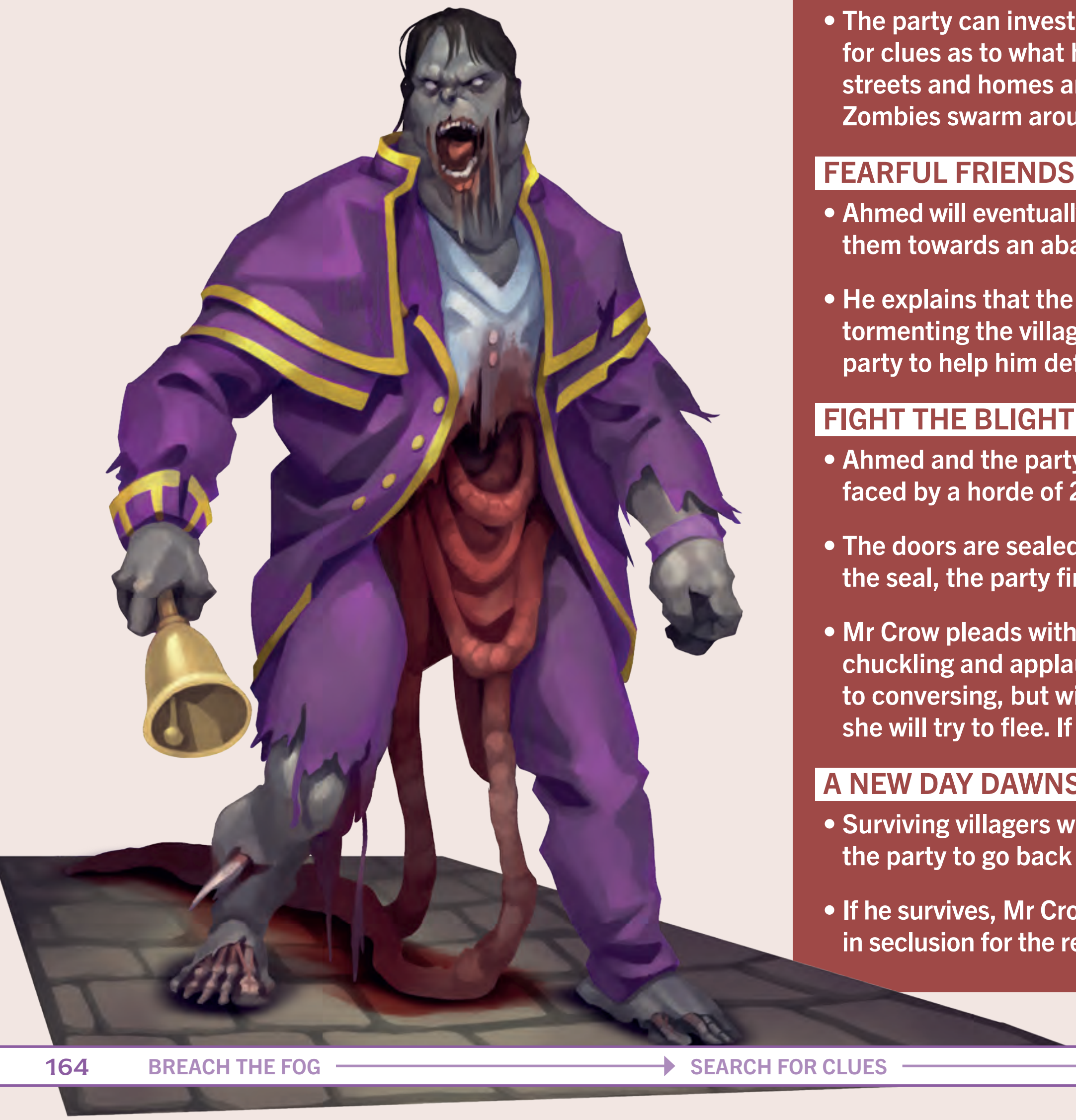
SPOOKY CONFRONTATION DESERTED VILLAGE

A necromancer has returned to exact her revenge upon the village that once labelled her an outcast. Villagers have either been pushed into hiding, or turned into horrifying zombies. It's time to storm the school that the spellcaster is occupying, and break her deadly grip.

→ Starting the Adventure

"Tales of dark omens surrounding a village east of the capital city have made their way to the realm's leaders. Commissioned to investigate these strange reports, you've made the short, uneventful journey there. However, as you crest a ridge near the village, it's clear that something is wrong. Grey fog swirls around the settlement like a smoky tornado."

A necromancer called Erebos has taken control of her former hometown. She is using Mr Crow, the ageing headteacher of her former school, as her puppet. After taking control of Mr Crow's mind, Erebos used him to lure in those who had once shunned her, and kill them. When Mr Crow's actions gained notoriety, Erebos used her magic to give the teacher a monstrous new form capable of defeating even more villagers. Now, all of Erebos's unfortunate victims are reanimated into Zombies, who she uses to defend the school she has made her base.



Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Archmage	12	99	+2	High level spells
Gladiator	16	112	+2	Not easily frightened
Grimlock	11	11	+1	Excellent hearing
Skeleton	13	13	+2	Immune to poison
Zombie	8	22	-2	May revive itself

Suggested Story

Set the scene, have the party walk to the edge of the fog that surrounds the village, then continue:

PERIMETER BREACH

- Once they have traversed the bewildering fog into the village, the party are attacked by a Zombie.
- The party can investigate the village and look for clues as to what happened here. While most streets and homes are deserted, Skeletons and Zombies swarm around a school building.

FEARFUL FRIENDS

- Ahmed will eventually notice the party and beckon them towards an abandoned stable nearby.
- He explains that the headteacher is evil, and is tormenting the village. Ahmed urgently asks the party to help him defeat Mr Crow and his horde.

FIGHT THE BLIGHT

- Ahmed and the party march to the school, and are faced by a horde of 20 Skeletons and 20 Zombies.
- The doors are sealed by magic. Once they break the seal, the party find a brainwashed Mr Crow.
- Mr Crow pleads with them to leave. Erebos enters, chuckling and applauding the party. She is open to conversing, but will eventually attack. If injured, she will try to flee. If killed, she will turn to dust.

A NEW DAY DAWNS

- Surviving villagers will look to rebuild, and implore the party to go back to the city and appeal for aid.
- If he survives, Mr Crow will leave the village and live in seclusion for the rest of his life.

Key Locations

DESECRATED VILLAGE

"The streets are deserted, the residences are abandoned, and the plant life is withered. It is clear that something terrible has a grip on this village."

The party need to dispel or clear the fog, otherwise it will turn them around and push them back out. It will not let the party leave the village once they find a way in.

Grasping brambles may lash out at the party as they look for clues.

ABANDONED STABLES

"The horses in this stable have long since bolted. Now, the hay-covered floors offer refuge to a few villagers who have survived against the odds. Groans of the diseased and wounded echo through the crowded stalls."

Cowering villagers and wounded guards shelter within the walls of this shabby safe house.

Some villagers are infected, and are slowly turning into undead creatures.

SCHOOL HALL

"The school's once endearing murals now serve as a bloody warning to all who wish to visit. The air here is charged with an unfamiliar, negative energy."

The wooden double doors that lead to the school hall are sealed by an Arcane Lock spell.

The school hall is where students used to have their assembly and meals. A corridor from the hall leads to two small classrooms.

Secrets and Clues

1. Erebos has always been intrigued by the dark arts, and practised animating dead birds as a child.
2. Mr Crow caught Erebos with a forbidden tome as a teenager and expelled her from school.
3. Erebos's parents disowned her after she was expelled, so she ran away to the nearby city.
4. Erebos spent much of her life in the forbidden sections of libraries, teaching herself necromancy.
5. Erebos has relished tarnishing Mr Crow's reputation by framing him for her crimes.
6. None of the villagers have seen Erebos, and they all blame Mr Crow for the evil afflicting them.
7. The animated dead near the school are villagers, and are dressed in the clothes that they died in.
8. Ahmed served as a village guard; his normal tasks involved breaking up brawls and driving off wolves.
9. Hand-drawn propaganda has been posted around the village, criticising Mr Crow.
10. Villagers lie defeated in the streets holding makeshift weapons, amongst fallen Zombies.

Important Characters

AHMED KUYT

DWARF, MALE, 34 (GLADIATOR)

The leader of the resistance. Ahmed led a village militia against the school, but was badly defeated.

"The studded, leather armour that Ahmed wears is stained with dirt and blood. His chin bears a deep scar, and is peppered with dark stubble."

LUCIUS CROW

ELF, MALE, 140 (GRIMLOCK)

The headmaster of the village's school. He publicly humiliated Erebos as a child, forcing her to flee.

"The headmaster's gown has been stretched and pulled taut over his mutated form."

EREBOS NOCTURNA

ELF, FEMALE, 81 (ARCHMAGE)

Erebos is a necromancer who has returned home to punish the village that shunned her.

"Erebos wears cascading, yellow robes that seem to move in a wind that isn't there. Behind her sunken eyes lies a malevolent contempt."

★ Quest Rewards ★

The city guard offer the party 400gp to investigate the mysteriously quiet village. Erebos is wearing a Headband of Intellect, as well as a necklace decorated with 10 shards of moonstone (50gp each) and a Stone of Good Luck medallion.

Level 9+ Adventure

HARDER: Erebos could use the stats of a Mummy Lord, with the school considered her lair.

EVEN HARDER: The school could be guarded by a horde of Ghouls, Will-o'-Wisps could wander the streets, and Erebos could be a vengeful Lich.

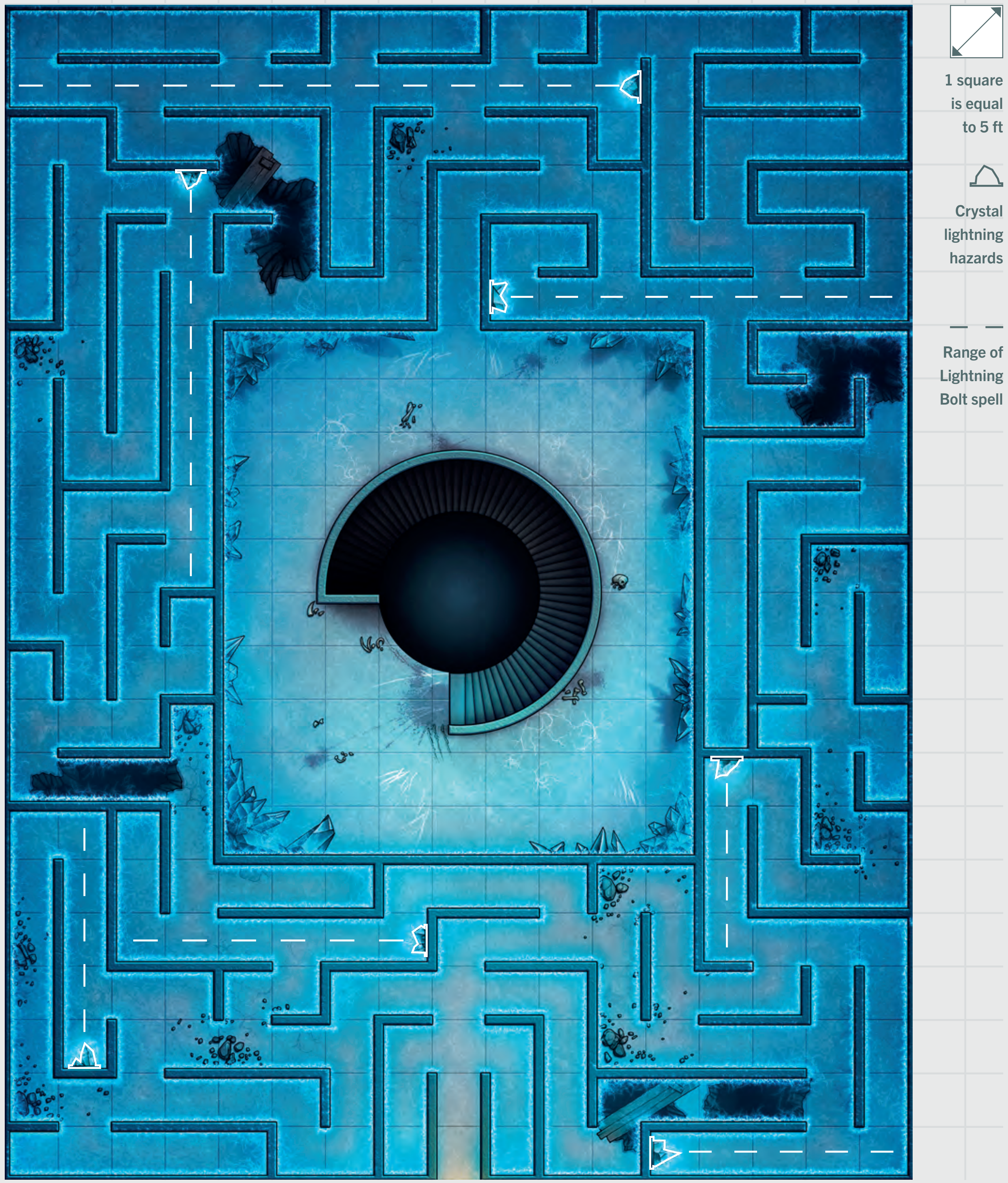
BREACH THE FOG → SEARCH FOR CLUES → MEET THE MILITIA → FIGHT THE HORDE → ENTER THE SCHOOL → DUEL WITH EREBOS

THE DRAGON'S CAGE

THRILLING · RESCUE · MOUNTAIN PRISON

Respected architect Giovanni de Marino has been sent to prison for a crime he didn't commit. Hired by his concerned daughter, Alessa, the party must break him free. Will they surpass the guards and escape, or get caught in the prison overlord's thunderous fury?

TRAPPED MAZE


1 square is equal to 5 ft
Crystal lightning hazards
Range of Lightning Bolt spell

→ Starting the Adventure

"Alessa de Marino hired you to break her father free from his unjust imprisonment. Now, after making your way towards the high-security mountain facility, you sit behind some rocks to take cover as you plan your next move. Thunder rumbles in the thick, black clouds, and lightning strikes the thin rods protruding from the prison's pointed roof."

Important Characters

ALESSA DE MARINO

HALFLING, FEMALE, 29 (VETERAN)

Alessa is worried about her father, who was wrongly imprisoned. She normally works as a bounty hunter.

"With a longsword sheathed on her back next to a red crossbow, and a shortsword on her belt, it's clear Alessa is no amateur fighter."

GIOVANNI DE MARINO

HALFLING, MALE, 56 (NOBLE)

Giovanni had almost given up hope of seeing his daughter again, fearing she believed he was guilty.

"Sweat covers Giovanni's brow after a day of hard labour, and his hair has been cut short."

SKADELDEN

DRAGON, MALE, 688 (ADULT BLUE DRAGON)

A vain and fearsome overlord who sits at the heart of the prison. Inmates construct his expanding lair.

"An enormous, lightning-bolt-shaped horn juts out of Skadelden's head. His hide is majestic; each scale is embellished with a sapphire."

Suggested Story

Set the scene, have Alessa explain the situation and urge the party to the warden's office, then continue:

SNEAKY SLEUTHING

- The party must find a way in. The drawbridge is closed and the walls are guarded by 20 Kobolds.
- To sneak into the warden's office, the group must avoid 14 more Kobold guards. The office is vacant. Ledgers show Giovanni is in Cell Block D, and a note reveals that his court case was overseen by corrupt officials with a prisoner quota to meet.
- As they leave, the Half-Red Dragon Veteran warden returns, and will raise an alarm if not silenced.

AMAZING DEFENCES

- Dangerous sinkholes pepper the dirt path to Cell Block D. Four swooping Wyverns guard this area.
- Cell Block D's door opens into a trapped maze. The party must navigate to the centre and find the stairs that lead down to the prisoners' cells.

DRAGON'S SCORN

- An Arcane Lock spell seals Giovanni's cell. Once the party set him free, the ground trembles.
- One of the walls is demolished by an enraged Skadelden, who sensed the spell wane.
- If the party fight with Skadelden, he will try to collapse the cell block around them. If the party flee, he will follow them outside to fight.

PRISON DISCHARGE

- If Skadelden is heavily wounded, he will retreat.
- Giovanni, Alessa and the party can journey home.

Key Locations

STORMHOLD — A maximum-security prison in the mountains for the land's worst offenders. The only way in is through an iron drawbridge across a deep ravine.

The warden's office is in a tower at the front of the prison, with four large cell blocks behind it.

TRAPPED MAZE — Every cell block's door opens to a trapped maze made from electrified steel. Floors have caved in over time, but only some have been repaired.

Crystals embedded in the walls will discharge a mighty Lightning Bolt spell if someone walks in front of them.

Secrets and Clues

1. Corrupt judges supply a set number of new prisoners to Skadelden annually in exchange for money.
2. Giovanni was in the wrong place at the wrong time, and was framed for embezzling city funds.
3. Skadelden is fond of the warden, Lynard, and sees them as his second in command.
4. The pits in the floor of the trapped maze have been plugged with Black Pudding oozes by lazy Kobolds.

Restrict how much of the map your players can see at any given time, so they cannot find a route through the maze straight away.

Level 11+

HARDER: You could replace the Kobolds with Half-Red Dragon Veterans; the warden could be a dragonborn Assassin.
EVEN HARDER: Skadelden could be an Ancient Blue Dragon, and electrified Air Elementals could guard the prison.

CONTRACT TERMINATED

ADVENTUROUS ACQUISITION CHARRED CITY

As punishment for breaking a deal made with a conniving Erinyes, a city is being swarmed by fiends. Fortunately, an enterprising child has a found a clever loophole, and recruits the party to stop the infernal enemies inflicting more pain and suffering.

→ Starting the Adventure

"You've been travelling all morning and, if your map is correct, the forest road should soon fork. One path leads into dense woodland, so you've made up your mind to take the road to the city ahead of you instead. However, as you draw closer, you realise the path to the city is blocked by a felled tree. Fearing an ambush, your hands go to your weapons, but pause when a teenager emerges."

Sylvie cut down the tree to stop innocent travellers wandering into the violence being inflicted on her city. Recently, the city's leader revoked a pact with an Erinyes by refusing to sacrifice a randomly chosen citizen to his clutches. As punishment, the Erinyes' infernal forces have swarmed the town. As Sylvie was the chosen citizen, she is invested in bringing the bloodshed to a halt. After identifying the party's capabilities, Sylvie implores them to help her save her precious city.

Important Characters

SYLVIE SMITH
HUMAN-ELF, FEMALE, 16 (SPY ↓)
Sylvie has spent her life scraping a living doing odd jobs; her family are the children she grew up with.

"The teenage girl's dark hair is cropped short and uneven. The clothes swamping her wiry frame have clearly seen better days."

GRAND DUCHESS FAENA SWANFORD
ELF, FEMALE, 350 (MAGE ↓)
Faena has spent many years trying to find a magical solution to help her break the terrible Erinyes pact.

"Her once elegant dress is torn in several places, but she faces down the fiends with gritted teeth and determined eyes."

ZAGRIEL
ERINYES, MALE, 732 (ERINYES)
A charming but cruel fiend who delights in making harsh deals with desperate, out-of-luck mortals.

"His face has a kind of soft beauty, which is ruined by his cruel eyes and sarcastic smirk."

Suggested Story

Set the scene, describe Sylvie and have her explain the plight of her city, then continue:

FALLEN TREE

- Sylvie believes that if the party help her reach a rare Spell Scroll in the palace vault and cast the Earthquake spell during tonight's meteor shower, it will fulfil a technicality in the terms of the pact, forcing the fiends to leave. She pleads for their aid.

FALLEN CITY

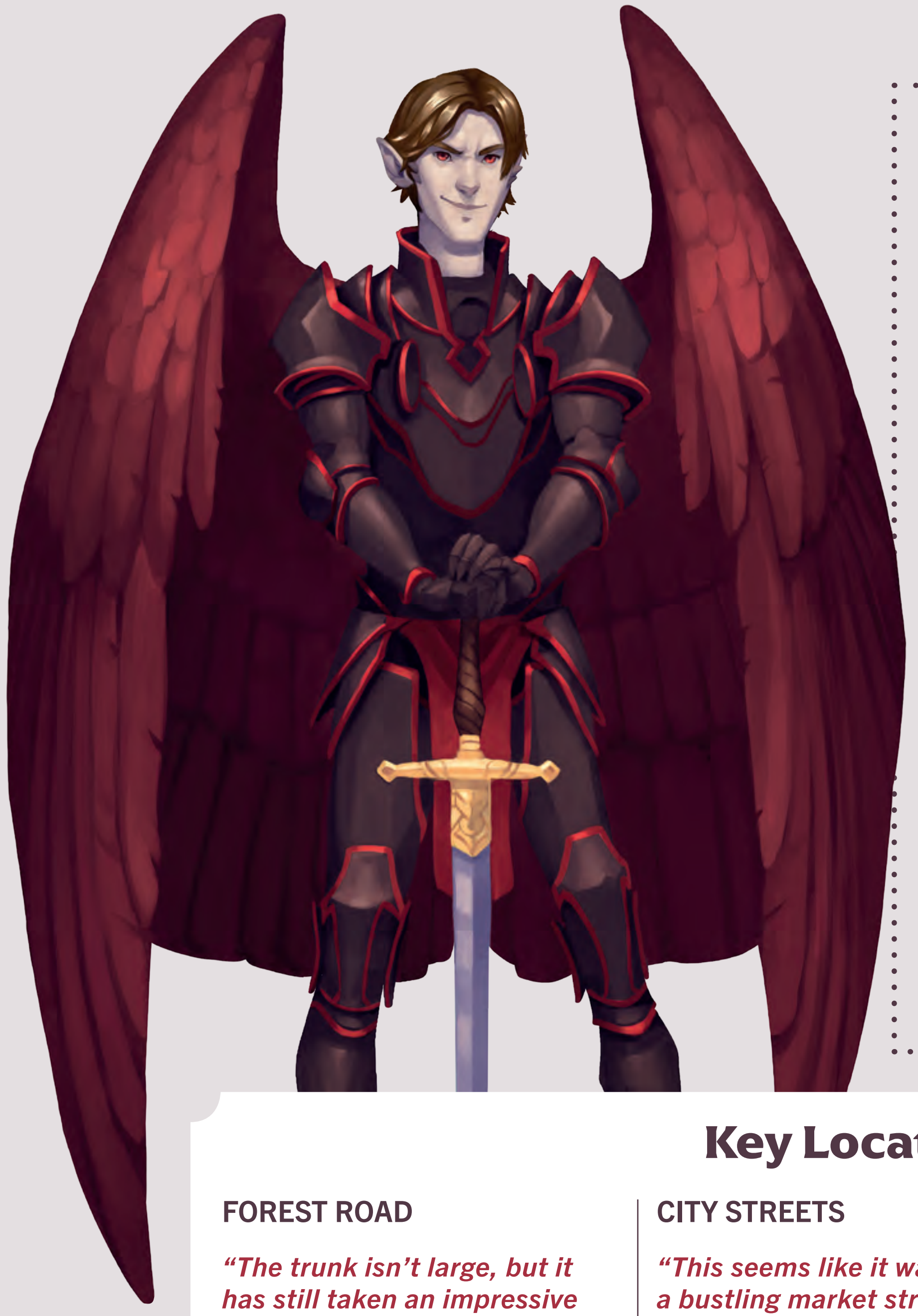
- A Wall of Fire spell encircles the charred city, blocking entry. After the party and Sylvie find a way through, they find its streets deserted.
- The sound of a struggle leads them to Duchess Faena. She is alone in an alley, fighting three Bearded Devils, and urgently needs assistance.
- Once the fiends are defeated, Faena agrees to help with Sylvie's plan. She says the Erinyes, Zagriel, has taken over the palace, but she can lead the group to a secret entrance. She wishes them luck, before returning to defend the streets.

FALLEN STARS

- As they reach the vault, the group can see the meteor shower has already begun.
- The party have 1 minute to reach the Spell Scroll and cast the Earthquake spell before the meteor shower ends; they are blocked by Zagriel, as well as a Barbed Devil and two Bearded Devils.
- If the spell is cast in time, everything will briefly plunge into darkness. Zagriel and his forces will be gone when light returns. Sylvie and the party are hailed as heroes and Faena rewards them all.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Barbed Devil	15	110	+3	Multiple attacks
Bearded Devil	13	52	+2	Lasting damage
Erinyes	18	153	+3	Poisoned weapons
Mage ↓	12	9	+2	Limited spells left
Spy ↓	12	6	+2	Sneaky and stealthy



Secrets and Clues

1. Two hundred years ago, the city was ravaged by a magical illness called the Whispering Death.
2. Fearing the illness would wipe out the city, Faena made a deal with Zagriel to restore her people.
3. Zagriel returns every 40 years to select a citizen to be banished to his realm, as part of the deal.
4. If the pact was broken, Zagriel promised to raid the city 'until the earth rises, and the stars fall'.
5. This is the first year Zagriel has chosen a child as the sacrifice, which Faena couldn't bear.
6. Faena offered to be banished in young Sylvie's place, but was rebuffed by malicious Zagriel.
7. A few citizens were able to escape before the fiendish army descended, but most are trapped.
8. Sylvie knows about the contents of the vault because she is friends with a palace servant.
9. The Spell Scroll was written by Faena's father. It can be used by anyone, spellcaster or not.
10. Sylvie heard people talking about the expected meteor shower; they saw it as a bad omen.

Key Locations

FOREST ROAD

"The trunk isn't large, but it has still taken an impressive effort to bring down this leafy tree with what only looks to be a small handaxe."

Faena sent Sylvie into the forest to escape Zagriel and to find help for their cause; the party are the first suitable candidates she's met.

As the party approach, Sylvie is hiding in the trees on the other side of the blocked road.

CITY STREETS

"This seems like it was once a bustling market street, but there are no vendors or patrons. Wooden stalls and store fronts have been burned to a crisp."

Bearded Devils patrol the empty streets, looking for people to harass. Most citizens are at home, anxiously trying to hide from the fiends.

Faena's secret entrance is a locked manhole cover that leads into the pitch-dark palace sewers.

PALACE VAULT

"Treasures and glittering gems are arranged on shelves and on pedestals across the opulent vault. At the far corner of the room is a cabinet marked with the city crest."

A sewer passage leads to the palace bathrooms, a short walk away from the vault.

Faena also gives them her keys, so they can open the cabinet where the Spell Scroll is stored.

★ Quest Rewards ★

If the party can help drive Zagriel and his forces from the city, Faena will give them 700gp and a Sun Blade that was once her father's. If Zagriel is defeated, the party can take a black opal (worth 1000gp) and a Rope of Entanglement from him.

Level 13+ Adventure

HARDER: Try adding a Hell Hound to the foes facing Faena, and another Barbed Devil in the final fight.

EVEN HARDER: You could have five Barbed Devils fight Faena. In the final fight, the Erinyes could be aided by a Bone Devil and three Barbed Devils.

PLEA FOR HELP → ENTER THE CITY → DEFEND FAENA → INTO THE TUNNEL → FIEND FIGHT → CAST THE SPELL

COSMIC CROSSFIRE

ADVENTUROUS ✶ CONFRONTATION ◀ MUDDY HILL

It's an aberration invasion! Hordes of mutant creatures are escaping a portal and descending upon the realm. The army have managed to keep the enemies at bay for now, but their strength is rapidly waning. Do the party have what it takes to close the wretched rift?

→ Starting the Adventure

"It feels like weeks since the fanatic Cultists of Azazothrax tore open a portal and allowed untold horrors to storm this realm, but it has been only a few days. A stream of abominations have since marched into the Material Plane and forced the might of your city's army into trenches at the base of a hill. Resources are running low and your side has taken many casualties. Today, General Kunal has urgently requested an audience with you in his war room tent."

Cultists opened a portal at a monolith site on the hill's summit, allowing the aberrations in. It has been slow progress for General Kunal and his forces to claim back ground and move further up the hill to put a stop to the carnage. This morning, he sent a squadron of demolition experts to disable four eldritch cannons that frequently rain down suppressive fire, but the team haven't reported back yet. The party are enlisted to complete this task.

Important Characters

GENERAL THIAGO KUNAL

HUMAN-GIANT, MALE, 56 (VETERAN)

Leader of the frontline forces in the battle against the cosmic horrors. Highly decorated and respected.

"Kunal's iron armour bulks out his already hefty frame. He rubs a metal plate riveted to one side of his head, the result of an old war wound."

DEVIKA JABARI

HOBGOBLIN, FEMALE, 31 (VETERAN)

The leader of General Kunal's demolition squad. Survived a cosmic horror attack by climbing a tree.

"Mud coats Devika's light armour and helmet, and burns streak her exposed arms and face."

AZAZOTHRAX, THE FORGOTTEN KING

COSMIC HORROR, MALE, 1000+ (ANDROSPHINX)

A being only whispered about in forbidden tomes; recently unleashed by a group of evil cultists.

"Your minds are unable to comprehend the form of Azazothrax. His horrific limbs and wings stretch from the slimy musculature of his body."

Suggested Story

Set the scene, have General Kunal brief the party about the eldritch cannons, then continue:

MARCHING ORDERS

- Kunal gives the party a Sending Stone, so he can communicate with them, and warns against the Nothics on the ground and the Cloakers in the sky.
- The party navigate the warzone and begin to climb the hill. They must avoid suppressive fire, hidden Glyphs of Warding and the moans of Cloakers.

UP IN SMOKE

- Devika is spotted up a tree, hiding from four nasty Otyughs who are sniffing out survivors; the rest of her team have died. The Otyughs attack the party.
- Thankful, Devika leads the party towards the eldritch outpost, to help destroy the four cannons.

CROSSING THE THRESHOLD

- Cannons deactivated, Kunal asks the group to climb further and somehow destroy the portal.
- At the monolith site, the party find the portal deserted, but thrumming with dark energy. If they investigate it, they are violently pulled in.

ALL-OUT WAR

- Before them stands Azazothrax, in a shadowy, humanoid form. He offers to stop the invasion for the price of their souls. If the party decline, he grows to an unimaginable size and fights them.
- Once Azazothrax is slain, the portal begins to close. The party must escape, or be trapped forever.
- The battle swings in the army's favour, and the aberrations begin to disperse.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Androsphinx	17	199	+0	Deafening roars
Cloaker	14	78	+2	Creates duplicates
Nothic	15	45	+3	Sees through magic
Otyugh	14	114	+0	Can restrain targets
Veteran	17	58	+1	Multiple attacks

Key Locations

TRENCH ENCAMPMENT

"The General's war room tent sits a few hundred feet behind the trenches. Units of soldiers are hunkering down in the dugouts, waiting for orders and defending the camp."

As General Kunal briefs the party, several loud explosions rock the tent, caused by shots fired from the four eldritch cannons.

Many wounded soldiers are being tended to in the other marquees.

ELDRITCH OUTPOST

"Halfway up the hill, a fortified ridge houses four large, crystal-powered, eldritch cannons. Their vantage point overlooks Kunal's troops and their trenches."

Each cannon shoots a Fireball spell but deals force damage instead.

The four cannons have AC 16, 90 HP, and are operated by Nothics. After firing, the cannons recharge on a 5–6. When destroyed, they explode with a thunderous Shatter spell.

MONOLITH SITE

"The obsidian obelisk that sits atop the hill now thrums with power. In its centre, a portal to another realm is held open by the will of the figure within."

A blustery Wind Wall spell protects the monolith and impedes travel.

Azazothrax's realm is made of stars, gas and drifting rocks. As he transforms, a Storm of Vengeance spell is created above the asteroid that he fights the party upon.

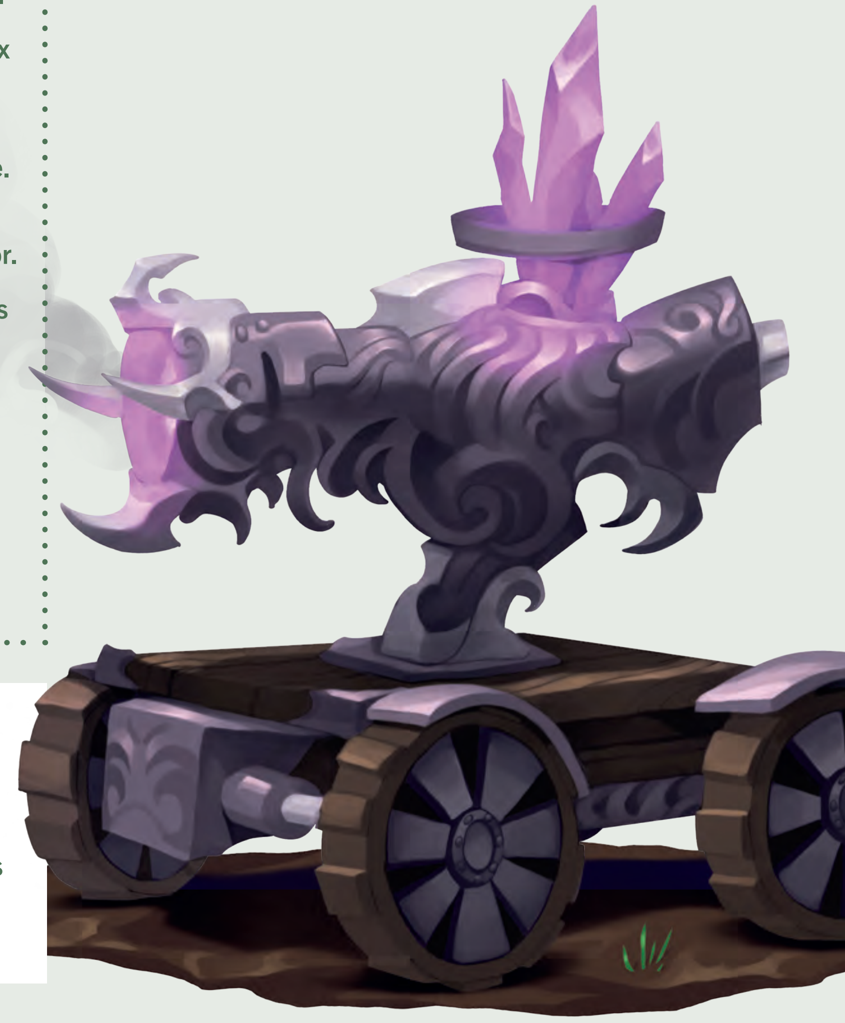
Secrets and Clues

1. There is only one clear path to the hill's summit; its steep slopes are highly susceptible to landslides.
2. Mighty ballistas manned by foot soldiers defend the army's encampment against the Cloakers.
3. The Cultists of Azazothrax hoped to use the entity to grant their wishes, but were quickly devoured.
4. The Cultists' previous attempts to free Azazothrax were not successful, and led to serious injury.
5. Azazothrax once ruled a prosperous kingdom; a terrible experiment banished him and his people.
6. Azazothrax has waited millennia to be released and claim his rightful place as a planet's emperor.
7. General Kunal enlisted into the city's army on his nineteenth birthday, and has served ever since.
8. Kunal has a sketch on his desk of his husband and daughter, who evacuated to a nearby town.
9. The army sent a battalion of griffons to defeat the Cloakers, but they were overwhelmed.
10. Devika has served with her demolition team, known as the 'Blaster Brigade', for 10 years.

Level 15+ Adventure

HARDER: Azazothrax could be a Pit Fiend, and the monolith could be surrounded by a Wall of Fire spell.

EVEN HARDER: You could replace the Nothics with Chuuls and the Cloakers with Aboleths. Azazothrax could use the stats of a terrifying Tarrasque.



★ Quest Rewards ★

When defeated, Azazothrax melts away, leaving behind a pulsating Cube of Force. As the party return to Kunal, he congratulates them, and makes them honorary members of his regiment. For their service, the army pays the party 1250gp.

SPEAK WITH KUNAL → NAVIGATE THE WARZONE → DEFEND DEVIKA → DESTROY THE CANNONS → INVESTIGATE THE MONOLITH → FACE AZAZOTHRAX

GAMES OF THE GODS

THRILLING · COMPETITION · CELESTIAL ARENA

The bi-millennial Interplanar Games are about to begin. Instead of mere spectators, the party are surprised to be chosen to compete in the challenges! Will they survive the perilous games, and will one of them emerge victorious as this year's esteemed champion?

→ Starting the Adventure

"You lie in the warm sun, reflecting on your past adventures. Your life hasn't always been easy, that's for sure, but you feel safe now. Chatter and laughter from your friends mixes with gentle birdsong, and makes you smile. Then, suddenly, a flash of light consumes the area you're in. You hurriedly push yourself to your feet, and realise you are in the centre of a gigantic arena in the clouds. Cheering spectators welcome you with a cacophony of noise."

The party have been placed into a celestial arena, and must take part in an interplanar event for the delight of the gods and angels. The party will be put through a series of brutal challenges for the crowd's entertainment, all held within an enchanted, constantly changing arena. This year's host is an angelic Solar known as Hermius; he explains that Athanor will instruct the party, and the healer Dianora will save them should they fall in battle.

Quick Stats

NAME	AC	HP	INIT.	KEY ABILITY
Deva	17	136	+4	Healing abilities
Planetar	19	200	+5	Can turn invisible
Remorhaz	17	195	+1	Bites and swallows
Roc	15	248	+0	Fast flier
Solar	21	243	+6	Teleports at will

Suggested Story

Set the scene, have Athanor greet the party and explain the first game's rules, then continue:

WELCOME TO THE JUNGLE

- Game 1: The arena becomes a jungle. The party must venture to its centre and recover a star ruby.
- The gem is hidden in the undergrowth, protected by a Divine Word spell that triggers when touched.

ON TOP OF THE WORLD

- Game 2: In a frozen arena, the party need to climb a 200 ft high ice wall and place a flag at its peak.
- There are two nesting Rocs at the top. Those who fly or make it to the peak will draw the Rocs' ire.

SHOP UNTIL YOU DROP

- Game 3: In a market setting, the party must fight against each other, until only one is left standing.
- A Wall of Force around the market shrinks every round, bringing the fight closer to the centre.

THE CROWD GOES WILD

- Hermius crowns the winner and the crowd cheers. The party are thanked, rewarded and sent home.

Key Locations

JUNGLE ARENA

"Ferns, moss and leaves litter the floor of this lush rainforest, while magnificent trees and vines create a canopy above that traps in the humid air."

The jungle is inhabited by three Remorhazes that stalk the party. Their heated bodies cause a fire that slowly consumes the arena.

Poisonous insects, pitfalls and hunting traps could also cause the party significant problems.

ARCTIC ARENA

"You shelter your eyes from the snow as you look up at the huge sheet of ice before you. Small cracks and divots may aid your ascent, but it looks dangerous."

The party must test their strength as they climb, dexterity as they slip, and constitution as they start to shiver.

Halfway up the wall, the blustery weather gets worse, and a hailstorm begins. The hail affects the party as if it was cast using the Ice Storm spell.

MARKET ARENA

"Cobbled streets, buildings and stalls form a sprawling but deserted market. Signs and orange bunting swing in the gentle autumn breeze."

There are plenty of hiding places and vantage points in the market. The stalls, carts and crates in the centre act as cover and obstacles.

Two floating orbs near the centre each have one charge of the Death Ward spell stored within them.

Secrets and Clues

1. A Forbiddance spell around the arena halts usage of teleportation magic during the games.
2. The arena is covered by a powerful, divine dome; the party cannot escape or harm the crowd.
3. The interplanar crowd is made up of cheering celestials, elementals, fey, fiends and undead.
4. Any party members who fall unconscious are healed back up to half their total HP by Dianora.
5. The jungle, arctic and market arenas are based on recognisable locations from the Material Plane.
6. If the party refuse to fight one another, they must instead fight Hermius, who flies into the market.

Important Characters

HERMIUS

SOLAR, MALE, 1000+ (SOLAR)

The charismatic host of the Interplanar Games. He commentates throughout for the crowd's enjoyment.

"Hermius's face radiates with angelic majesty. His wings shine brightly, while his robes glow and shimmer with prismatic rainbow light."

ATHANOR

PLANETAR, FEMALE, 1000+ (PLANETAR)

A stern, battle-worn instructor who explains the challenges to the party before each game begins.

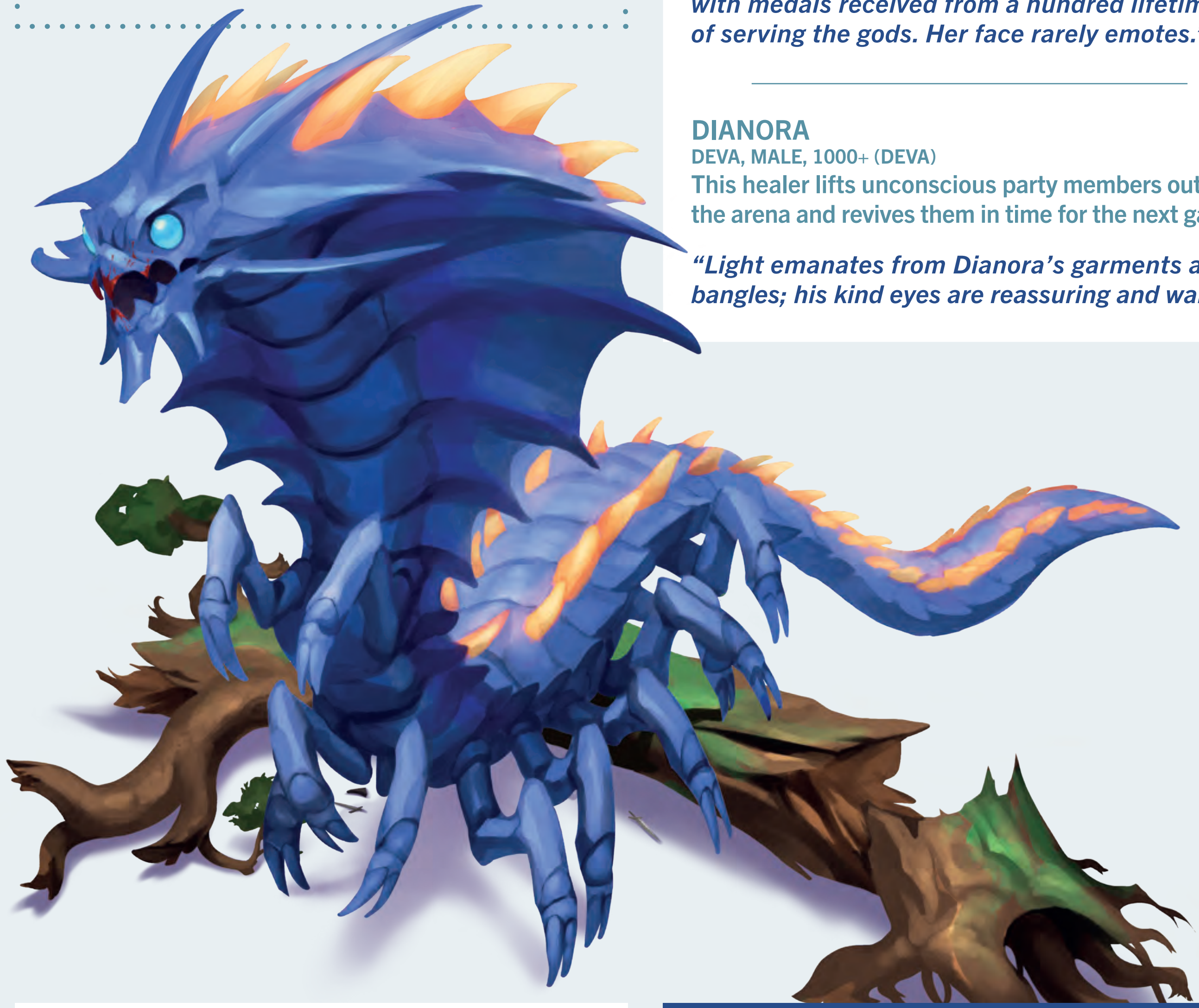
"Athanor's golden armour plating is adorned with medals received from a hundred lifetimes of serving the gods. Her face rarely emotes."

DIANORA

DEVA, MALE, 1000+ (DEVA)

This healer lifts unconscious party members out of the arena and revives them in time for the next game.

"Light emanates from Dianora's garments and bangles; his kind eyes are reassuring and warm."



★ Quest Rewards ★

The party receive a **rousing speech** from Hermius, heralding them as heroes of the Material Plane. The Interplanar Games' champion receives an **Amulet of the Planes** and **500pp** from Hermius; the rest of the party are rewarded with **500gp** each.

Level 17+ Adventure

HARDER: Dianora could revive fallen party members to 1 HP, rather than to half their total.

EVEN HARDER: You could replace the Remorhazes with an Ancient Red Dragon, and the Rocs with an Ancient White Dragon.

ATHANOR EXPLAINS GAME 1 → HUNT FOR THE GEM → ATHANOR EXPLAINS GAME 2 → CLIMB THE ICE WALL → ATHANOR EXPLAINS GAME 3 → MARKET SHOWDOWN

CREATURES OF THE DEEP

ADVENTUROUS DEFENCE COASTAL CITY

The city's arcane sea wall is on the brink of failure, after defending citizens for hundreds of years. Thousands of lives are at risk if the wall isn't repaired immediately. The party must take a stand against the beasts of the sea, while last-ditch efforts are made to secure the city.

→ Starting the Adventure

"The severity of the situation is etched in the harried faces of the officials you pass in the corridors of the senate building. Curved glass windows give you a view over a city defined by narrow waterways and a sizeable bay. A mile-long, stone sea wall stretches around the bay, cutting it off from the ocean beyond, where dark clouds churn with sinister intensity."

Important Characters

SENATOR RA'ZEL OBSIDIA
DRAGONBORN, FEMALE, 59 (NOBLE)
Ra'zel has copper scales and long green claws. Her voice is controlled, but tears gather in her eyes.

"A brooch with the city insignia is pinned to a collared dress made from soft, blue leather."

CAPTAIN GIDEON LEE
HUMAN, MALE, 38 (KNIGHT)
Captain Lee has volunteered to lead the deadly trip beyond the wall. His brother is also onboard a ship.

"The captain wears a simple shirt under a dark metal chest plate and wide, iron pauldrons."

Suggested Story

Set the scene, have the party shown into the briefing room to speak with the Senator, then continue:

CRACK IN SECURITY

- Ra'zel instructs the party to assist the navy while the six defensive spell engines within the sea wall undergo repairs. The naval forces must fend off sea beasts while the wall is vulnerable.

SETTING SAIL

- Captain Lee escorts the party to a gate in the sea wall where a team of five galleons are ready to go.
- The spell engines are disabled, the gate opens and the ships sail. They face storms and Giant Sharks.

FACE THE KRAKEN

- The ships form a defensive line in front of the wall, then a Kraken emerges. It will take 10 rounds of combat before the Mages complete the repairs.
- An ink cloud hides the Kraken as it attacks. The Kraken assaults both the ships and the wall until it is killed, or until 10 rounds have passed.
- Surviving ships must race back to the gate, so the engines can be reactivated, and the city saved.

Key Locations

BRIEFING ROOM — A grand chamber with a magical map table at its centre, which depicts the city outside.

Ra'zel is able to manipulate the illusion to show the party that if the enormous sea wall falls, the city will be totally devastated by a giant flood.

SEA WALL — The wall has AC 20 and 300 HP. Its spell engines emit powerful magic to ward off beasts, but Mages need to deactivate them to carry out repairs.

The spell engines can also destroy ships, so cannot be reactivated until all surviving vessels have returned.

Secrets and Clues

1. Ra'zel has ordered an evacuation of the city, but she fears many citizens will not make it out in time.
2. Each ship is crewed by one Knight and seven Guards; all other forces are aiding with the evacuation.
3. The wall's spell engines are very complicated, and can only be restored by highly trained Mages.
4. The naval team can communicate with each other and the Mages using a set of linked Sending Stones.

Level 19+

HARDER: You could have fewer galleons in the naval team, and reduce the wall's HP to 200.
EVEN HARDER: Kraken offspring (using Aboleth stats) could attack the party instead of the Giant Sharks.

ON THE MENU

THRILLING ESCAPE FIENDISH CASTLE

Suggested Story

The party are asked by their city's rulers to visit members of fiendish nobility as diplomats. However, when they arrive and are taken to the kitchen, the party quickly realise that the fiends intend to cook them along with other delegations of diplomats.

Important Character

LADY NELLENGIA PRAX
NALFESHNEE, FEMALE, 52 (NALFESHNEE)
Nicknamed Little Nell by her big brother, this petulant fiend prefers to eat her meals while they still wriggle.

Key Location

KITCHEN
The heat in the kitchen is overwhelming. A staff of Barbed Devils slash and singe revolting-looking ingredients to prepare heaving platters of food, following the roared orders of a Glabrezu head chef.

Expanding the Adventure

- Why have the fiends turned on their esteemed guests?
- How long will Little Nell wait for her meal?
- Can the party fight their way to freedom with the rest of the diplomats, or will they find another way out?

LICH HUNT

SPOOKY INVESTIGATION HILLTOP CITADEL

Suggested Story

Thought to have been killed a decade ago, a notorious wizard has risen from the dead. Reports suggest he is gathering his old followers to get revenge on those who thwarted his last attempt for total power. Can the party infiltrate his lair to learn more about his plan?

Important Character

CRISPIN ENDELWISS
HUMAN, MALE, DIED 10 YEARS AGO (LICH)
Crispin was fatally injured during his last attempt to seize power, prompting him to transform into a Lich.

Key Location

LICH'S LAIR
Crispin directs his plots from a fortified citadel, owned by one of his wealthy followers. There are three Iron Golem guards stationed around the estate, and Crispin's library lair has powerful magical wards.

Expanding the Adventure

- Who were the heroes who stopped Crispin last time?
- Who are Crispin's followers, and how does he inspire their continuing loyalty?
- What will happen if the party are discovered?

TARRASQUE OF TERROR

ADVENTUROUS DEFENCE CITY OUTSKIRTS

Suggested Story

The skeleton of a huge Tarrasque, thought only to exist in the most ancient legends, has been reanimated by a group of rogue Archmages. They ride on its back in the direction of the region's capital. The party must intercept them and put a stop to their dreadful scheme.

Important Character

VERKDE ARGENTUS
ELF, MALE, 374 (ARCHMAGE)
A truly infamous wizard. Verkde's name is used to send chills down the spines of small children who misbehave.

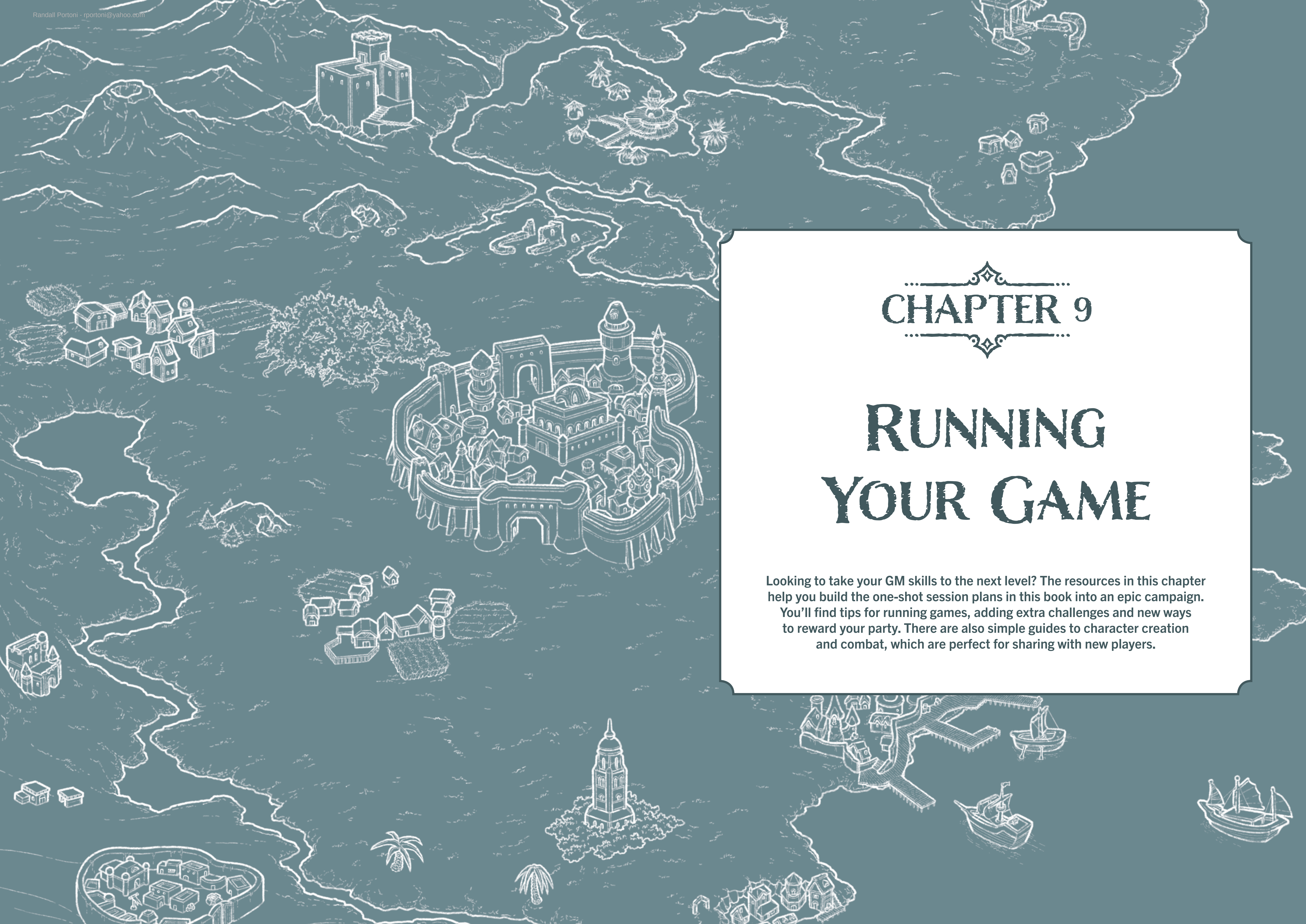
Key Location

SHOWDOWN VALLEY
Knowing the Tarrasque is approaching, an evacuation effort is taking place in the city. Meanwhile, the party will fight the gargantuan monster and its Archmage handlers in the normally tranquil meadows nearby.

Expanding the Adventure

- When will the Tarrasque reach the edge of the city?
- How long can the party stand up to the monster?
- If one of the Archmages are defeated, will the group's control on the skeleton decrease in some way?

Highly dangerous monsters have plenty of tricks up their sleeve, but unexpected reinforcements always spice up a high-level fight.



CHAPTER 9

RUNNING YOUR GAME

Looking to take your GM skills to the next level? The resources in this chapter help you build the one-shot session plans in this book into an epic campaign. You'll find tips for running games, adding extra challenges and new ways to reward your party. There are also simple guides to character creation and combat, which are perfect for sharing with new players.

THE REALM OF MIRABILIS

The session plans in this book are designed to fit seamlessly into your homebrew worlds, or pre-established settings, either as one-shot adventures or side quests. However, if you're looking for a bespoke world to set your adventure in, look no further...

Welcome to Mirabilis

From the highest peaks of the **Thornscale Mountains** to the wide expanse of the **Kupika Desert**, citizens of Mirabilis enjoy general peace and prosperity, but it is not a land completely without threat. The realm is rich with magic, bringing both boons and peril to daily life.

Marvellous creatures soar overhead and lurk in dark caverns. Ancient curses and strange prophecies shape the fabric of reality. Powerful mages conjure incredible constructs and terrifying entities. Beings from other realms stray into the world, bringing miracles and mischief with them. Around every bend is a new wonder to behold.

Regions

The citizens of Mirabilis share much, including a common language, but different regions also have their own unique identities.

Villages in the **Jabali Tundra** are often cut off due to bad weather, giving locals a resilient, independent outlook. Ties to spirits and the divine typically have a strong hold in this region, particularly Himaya, the jovial god of hearth and home and his impassive partner, Ramad, the god of death.

Heading south, those living in the shadow of the smouldering **Mkali Peaks** are naturally vigilant and often live in fortified settlements, built during previous periods of conflict. In contrast, the dangers of travel in the **Wychwood Marches** are sometimes less obvious. There are limited main roads through this rugged landscape, so residents rely on their knowledge of the environment to guide them.

Mirabilis's central region is the **Mellow Valley**, where fertile soil nurtures areas of dense woodland and thriving agricultural communities. While the Valley offers safety and security, more adventurous souls are often drawn to coastal towns, unable to resist the siren's call of exploration and new experiences offered by life at sea.

The southernmost region of Mirabilis is the **Kupika Desert**. Residents of the settlements in this area are famed for providing warm hospitality for those who have ventured through the unforgiving sand dunes.

Government

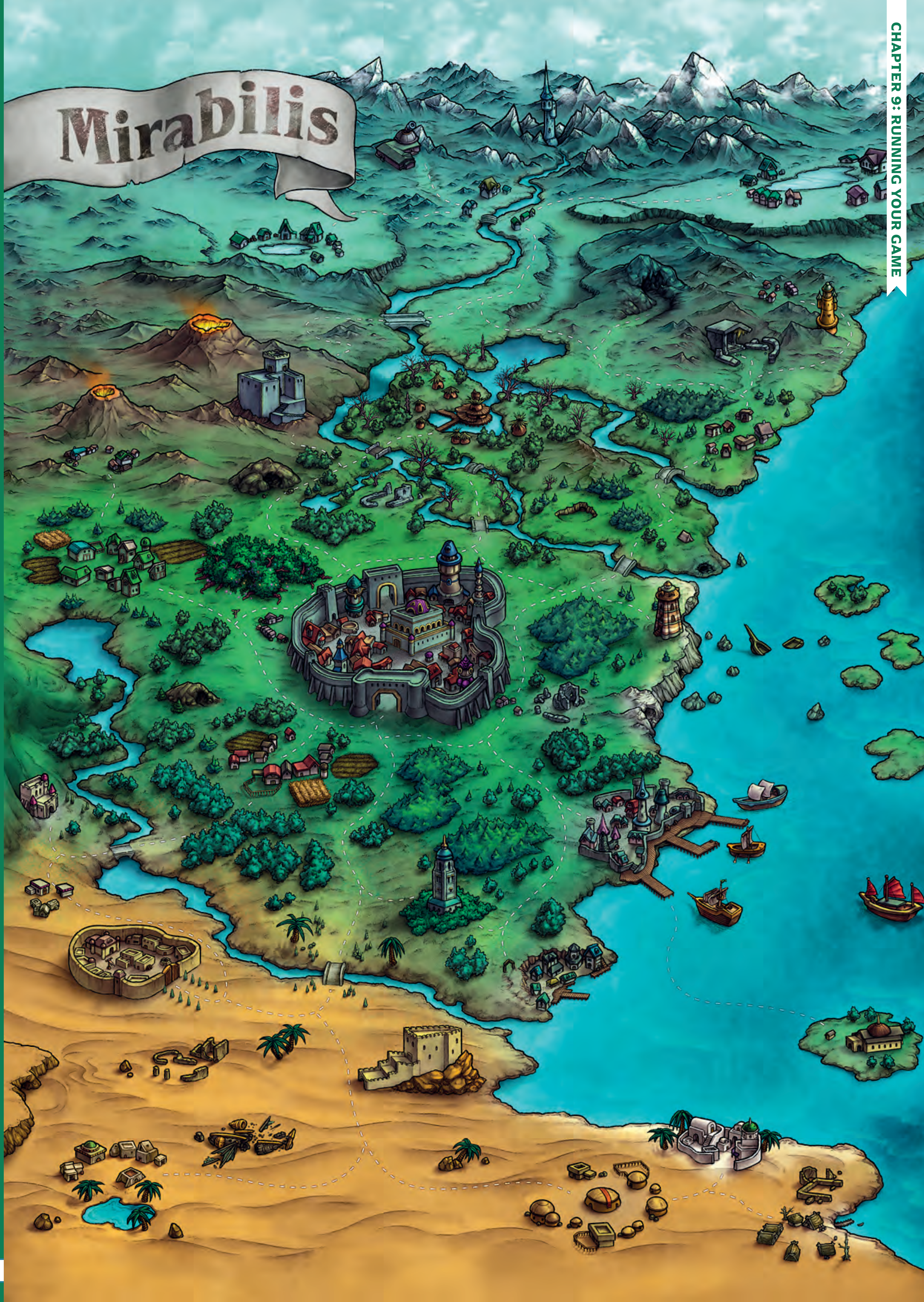
Mirabilis is led by an elected High Council of nine experts in their respective fields. There is widespread approval for these rulers, especially in the capital city of **Laagehoven**, the nexus of governmental power. While the current Council is considered firm but fair, history tells of some nefarious High Councillors who tried to use their power for selfish or sinister purposes.

In smaller cities and large towns, it is common to find a mayor presiding over local affairs and enforcing the laws of the land. In the far reaches of Mirabilis, the state's authority is less robust. Discontent is found in pockets throughout the land, but there is no widespread support for rebellion.

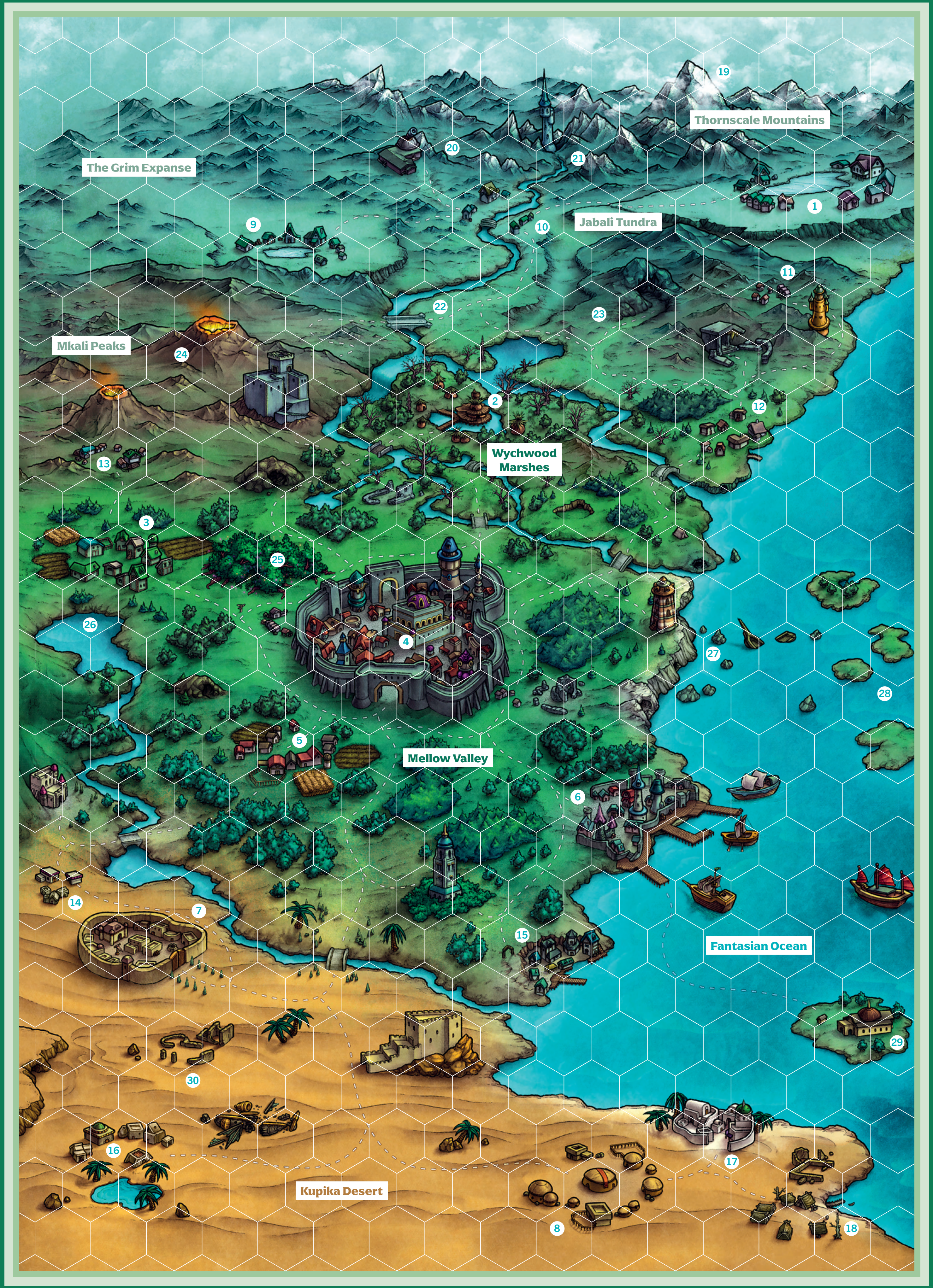
Beyond its Borders

Historically, the land's greatest threat came from invading forces on its northwest border. A remote area known as the **Grim Expanse** still bears the scars of battle, even half a century after a peace treaty brought years of protracted war to an end.

To the east of Mirabilis, a winding coastline borders the **Fantasian Ocean**. Pirates, strange sea beasts and underwater populations can all cause issues for travellers who traverse these waters, despite the best efforts of the realm's naval forces.



Individual buildings are shown on a magnified scale for visualisation purposes, and are not representative of their actual size.



1 hex is equal to around 12 miles, or half a day's travel. Bear this in mind when planning out journeys between encounters.

MAPPING MIRABILIS

If you are running your one-shot adventures in the realm of Mirabilis, this map can help you find a suitable setting. This versatile selection of settlements and landmarks can also help you describe journeys between quest locations, or provide hometowns for your characters.

Cities and Large Towns

1. ICEPEAK – Structures in this hilltop town sit at the feet of the Thornscale Mountains, and are built around the shores of the ever-frozen Lake Kuganda.

2. USALAMA – A network of treehouses and stilted buildings form a bustling settlement in the swamp.

3. CORNBROOK – The culinary highlight of the Mellow Valley. There are many delicacies to be found within this large town's thriving markets and shops.

4. LAAGEHOVEN – Over a quarter of the realm's population live within the walls of this vast city. It is the centre of political power in Mirabilis.

5. HISAN – A stopping point on many busy roads, this wealthy town has a rich equestrian history.

6. SWANPORT – A range of food, people, cultures and goods travel in and out of this small, but lively, coastal city. Smugglers also make use of its shores.

7. UMIDA – Known as 'the library of the desert', this grand city is a hub for education and the arts. Its population is the second largest in Mirabilis.

8. DEVREACH – Parts of this large town are built underground, to protect residents from the heat.

Small Settlements

9. BUAZA – This remote village borders a former battlefield, bringing pride and sorrow to its history.

10. MEANDER – A tranquil resting point for those travelling north, offering multiple supply stores.

11. CRAGBARROW – Despite its small size, this mining settlement supplies much of the land's coal.

12. BANDARI – This quiet, seaside village is popular with pilgrims due to its many shrines.

13. GREYSTONE – Energy from nearby volcanoes powers the creations of generations of tinkerers.

14. RYLGAN – Regularly used by those travelling to and from the desert as a place to change steeds.

15. JACARANDA – Founded as a meeting point between land-dwelling and underwater populations.

16. CERULEAN – Named for the bright waters of a nearby oasis, which nurtures lush native plant life.

17. PEARLSHORE – Built from locally mined quartz, this picturesque spot is popular with tourists.

18. WONDER'S END – This ramshackle site at the edge of the desert is home to hardy souls.

Notable Landmarks

19. MOUNT FYN – Few have reached the summit of the highest peak in the Thornscale Mountains.

20. THE RIDGE – The High Council warn civilians not to venture beyond the Ridge, for their own safety.

21. ICEMOON VALE – The source of the sacred Ebcansu river, a spot associated with great divinity.

22. PLAINS OF L'SMERE – Named after a great dragon who lived here before Mirabilis was founded.

23. NILSE CAVERNS – The further reaches of this deep, dangerous cave system are still uncharted.

24. OLANIC – The larger of two volcanoes known as the Smouldering Sisters; the other is Jyona.

25. EMERALD GROVE – This woodland area is rumoured to have a powerful fey presence.

26. LAKE GLAINDROP – The deepest lake in Mirabilis provides fresh fish for nearby townsfolk.

27. BLIGHT COVE – Many ships have fallen foul of these deadly rocks, despite a nearby lighthouse.

28. THE AGATE ISLES – These islands provide undisturbed habitats for numerous wild creatures.

29. HAVEN ISLAND – Once a monastic base, the impressive buildings are now believed to be empty.

30. RUINS OF PANLÉRA – The remains of an ancient kingdom are hidden beneath the sand.

PLOTTING A CAMPAIGN

Once your players have discovered the world of Mirabilis, they will surely wish to return. So, why not link one-shots together into an ongoing campaign? This sample campaign structure covers ten sessions and allows characters to progress from Level 1 to 4.

Campaign Backstory

The creatures and magical forces in Mirabilis can often be too dangerous for regular town guards. This is where High Experience Response Officers come in, skilled individuals who are sent across the realm to investigate unusual activity, defend citizens and vanquish mighty foes. The HERO Guild recruits only the very best adventurers, and requires its applicants to pass a long and challenging selection process. Each party member has recently applied to become a HERO, but was ultimately rejected by the Guild.

Questions before you begin

Discuss these questions with your players before they create characters and you begin your first session:

- Why did their character want to join the HERO Guild, what were they hoping to get out of the experience?
- Why might they have failed the selection process? Did they fail to prepare, or receive bad references?
- How do they feel about the HERO Guild now? Are they looking to prove them wrong, or still want to join?

PARTY MEETING

The party meet when they all gather at the city noticeboard to see whether the HERO Guild have accepted their applications. They have all been rejected. Another applicant, Horatio Altarim, reacts badly to his rejection, curses the 'amateurish guild', and furiously storms off.

SESSION ONE

As the party stand at the noticeboard, a messenger puts up a sign advertising for talent show entrants at a nearby theatre. The party take the chance to distract themselves from their letdown and head to the Dark Horse Theatre.

MAKING A SCENE (LVL 1)

SESSION TWO

Impressed by their skills, the mayor tells the party to take some jobs for the council. She suggests the experience might aid them if they want to reapply to the HERO Guild in the future. The first part of their task takes them through dangerous forest.

LIGHT THE WAY (LVL 2)

SESSION THREE

The second half of the council task is to alert a nearby bridge tollkeeper that the forest road has reopened. The party are unaware Horatio left town ahead of them and crossed the bridge, accidentally dropping a stolen ooze sample behind him.

DON'T LOOK DOWN (LVL 2)

SESSION FOUR

The party meet Dr Uligo Limus; he hurried to the bridge when he heard about the ooze issue. He believes it could have been linked to a sample that was stolen from his lab. He asks for the party's help securing a sample of another ooze.

WIN OR OOZE (LVL 3)

SESSION FIVE

Butcher's Boys were hired by an anonymous scholar (Horatio). Dr Uligo asks the party to deliver a serum to a colleague at a lab in the far north. He recommends staying at the famous Coyne Keep on the way. However, the inn is closed on arrival.

COME HOME TO ROOST (LVL 3)

SESSION SIX

At Coyne Keep, the party hear applications for the HERO Guild are reopening next week, after some new recruits dropped out in mysterious circumstances. The party carry on towards the Nexus Laboratory, running into a troubled traveller on the way.

FLYING THIEF (LVL 3)

SESSION SEVEN

The party make it to the lab without further incident. When they arrive, they are caught up in a terrifying encounter with an escaped test subject. Paperwork in the lab includes letters signed H.A. enquiring into the scientists' work.

TRIAL AND ERROR (LVL 4)

SESSION EIGHT

The party escort Dr Graddius Stoutbrand back to the city. As the group travel through the Wychwood Marshes, they are stopped by a frazzled Ogre father, who asks for their urgent help salvaging his son's birthday celebrations.

UNHAPPY BIRTHDAY (LVL 4)

SESSION NINE

The party head to the city noticeboard to join the new HERO application process. They meet a sewer worker in need of help. They find clues underground that Horatio has been trying to get samples of ooze and Ettercap secretions.

WEB SEARCH (LVL 4)

SESSION TEN

The sewer worker suggests the party investigate their clues in the library. It is a crime scene. The party find out the main suspect is Horatio. In his study, he reveals he has been looking for ways to boost his power and take revenge on the Guild.

UNRAVELLED PLANS (LVL 4)

TO BE CONTINUED...

After resolving the city's sewer problem, and with a glowing letter of commendation from the librarian, the party's HERO Guild application is accepted. They are given their first official mission. This campaign could continue with the party taking on quests for the HERO Guild, or finding corruption within it.

Campaigns don't always go in the direction you expect. You can shift and change aspects of your plan to suit where the story leads you.

CONNECTING STORIES

If you'd like to begin building your own campaign, or just provide a narrative link between one-shots for a group who play together occasionally, there are lots of ways to do so. Here are a few examples of connecting devices to get you started.

Environment

Stories set in the same environment can flow together easily, as adventurers move around the setting organically.

WAVE OF DESTRUCTION

pp. 34–35

The party arrive at the coast for a visit, and encounter a village plagued by a strange sea beast.

FISHY BUSINESS

pp. 38–39

The grateful fishing folk reward the party with a reservation at a highly regarded restaurant called the Goblin Hob.

THE SUNKEN CROWN

pp. 46–47

A researcher, who was also in the restaurant, approaches the party to request help with an underwater expedition.

BLACKOUT BAY

pp. 50–51

On the way back to shore, the party's ship drifts off course, towards a strange lighthouse.

Theme

Linking one-shots by theme or monster type can help the party find their next mission, and helps you lean into a genre.

CROSSED BONES

pp. 12–13

A tavern stay gives the party their first ghostly encounter with the spirits that haunt the land.

HAUNTED HORIZON

pp. 40–41

The tavern owner recommends the party to his friend, Captain Kramresh, who is due to set sail into haunted waters.

SCHOOL SPIRIT

pp. 152–153

The party's reputation as ghost-hunters grows. They receive a note from the headteacher of a school, begging for help.

OFF THE RAILS

pp. 112–113

The party take a break on a luxury train ride, only to encounter yet more ghouls!

Villain

A series of seemingly unrelated tasks could reveal clues about a wider plot or conspiracy, orchestrated by a single villain.

TROUBLED WATERS

p. 37

A job as bodyguards introduces the party to a strange cult known as the Order of Vanora.

UNRAVELLED PLANS

pp. 146–147

Some time later, the party have a run-in with a scholar dabbling in dangerous magic, who could be a member of the same order.

WELCOME HOME

pp. 88–89

The party are hired to clear pests from an old mansion, but find yet more papers detailing the order's arcane practices.

IN TOO DEEP

pp. 26–27

Work on a potato farm brings the party into contact with more cultists... It is all linked!

Adding Side Quests

The sessions in these sample narratives start with beginner-friendly quests, but end with tasks better suited for higher level heroes. When you're building your own narrative, consider what level your party are starting at, and where you'd like them to end up. Then, build out the story by adding side quests and other encounters on their journey. These don't have to be linked to the main narrative. In fact, dropping in a side quest totally unrelated to your overall arc can often provide a nice change of pace for everyone.

MAKING A CHARACTER

Players, it's time to create a unique character to embody at the tabletop! Your choices will influence your character's in-game abilities, then a character sheet is used to store all that information. The process can be confusing at first, so here's a breakdown.

What can I choose?

The building blocks of your character are species (or race), class and background. These all give you different capabilities that you use in the game.

There are multiple options available for species, class and background, so select the combination that suits your vision for your character.

Species – Gives you genetic aptitudes such as your speed or darkvision. You can also choose cultural traits, such as a language, based on the traditions of your species or your upbringing.

Class – Your character's specialism. This decides the talents you possess such as spellcasting ability, weapon competence, and hit die value.

Background – Describes what your character was doing before their quest began. This choice influences the equipment your character may be proficient with, as well as their skills.

Level – Character levels range from 1 to 20. Gaining adventuring experience helps your character level up and increase their abilities. Your character's starting level is chosen in agreement with the GM.

What numbers do I need?

There are many numbers on a character sheet, here's a list of the ones you'll likely use the most.

Ability Scores – Your character's core abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma.

To generate ability scores, roll four six-sided dice and add together the three highest results. Do this six times, then assign your six totals to your core abilities. Consider giving your highest score to the ability type that your class uses the most. Finally, apply any bonuses to these scores that may have been granted by your choice of species.

Modifiers – Each ability score has an associated modifier. Modifiers increase or decrease the results of dice rolls when using an ability. To calculate a modifier, minus 10 from the ability score, then divide by 2 (rounding down). For example, an ability score of 17 has a +3 modifier (17– 10 = 7, 7 ÷ 2 = 3.5, rounded down to 3).

Skills – There are eighteen key skills. To calculate how good your character is at those skills, add the associated ability modifier to any bonuses you receive for proficiency in that skill.

Starting equipment

You'll start the game with a list of useful adventuring gear, armour and weapons. This can be taken directly from the suggestions for your class or purchased from the items available in the Equipment chapter of the Basic Rules, with a budget of 4d4 x 10gp.

Your Armour Class (AC) determines how likely it is a creature's attack will hit you. This is generally your Dexterity modifier + 10, but can be boosted by armour.

You will need to be proficient with any weapons chosen.

Hit Points

Your hit points (HP) reflect the amount of damage you can take. At Level 1, your HP are equal to your Constitution modifier + the highest number on your class hit die. When levelling up, you gain HP equal to your Constitution modifier + a roll of your hit die.

Personality

To decide your character's personality, you can select pre-written Ideals, Bonds, Flaws and Traits from within your background. Or, you can get creative and write some of your own, to link with your vision of the character's backstory.

PLAYING A SESSION

As a GM, you describe the world your players exist in and what they encounter. However, you aren't in charge of exactly what happens. Instead, the players propose the interactions their characters make, and it's up to the dice to decide if they are successful or not.

When do players roll?

As a player, you're likely to roll the dice in one of three situations:

1. **Ability Check** – When you try to do something (e.g. "Can I climb the side of this building?").
2. **Attack Roll** – When you try to hit something (e.g. "I shoot an arrow at one of the Hydra's heads!").
3. **Saving Throw** – When you avoid something bad happening to you (e.g. shake off a toxin's effect).

Players don't need to roll for everything they want their character to do. If they want to open a shop door, it is safe to assume they can manage it! Players roll if the intended outcome is uncertain, or if there would be a real consequence to failure.

When do GMs roll?

A GM rolls ability checks, attack rolls and saving throws on behalf of any enemy or ally characters, in the same way a player rolls for their character.

Generally, the GM will tell the players the result of any dice roll they make for an enemy or ally. You may want to roll behind your GM screen to conceal your results, or in front of the players to show you are being honest!

Occasionally, a GM will need to roll without letting the players know the result, such as when an enemy makes a Stealth ability check to creep up on the party. If the enemy successfully beats the characters' Passive Perception scores, don't tell the players until the enemy makes themselves known!

How do rolls of the dice work?

You roll a twenty-sided die to get a result, then make any modifications based on the abilities or proficiencies listed on your character sheet or monster stat block.

The number rolled is compared to an opposing, pre-set number to see if the action was successful:

- Ability Checks are modified by the skill you are testing and rolled against a GM-set Difficulty Class (DC). A good rule for setting DCs is: Easy = 10, Moderate = 15, and Hard = 20.
- Attack Rolls are modified by Strength for melee and Dexterity for ranged. The opposing creature's Armour Class (AC) determines whether the attack hits or not.
- Saving Throw difficulties are set by the rules of a spell or special ability, or applied by the GM in the same way as a regular DC.

Here's an example of how dice rolls work in play:

Leena wants to help a worried merchant by lifting their overturned cart and placing it back on its wheels.

The GM asks Leena to make a Strength ability check, to see if she has what it takes to move the vehicle.

The GM determines the task is of Moderate difficulty, so has set a DC of 15 for the challenge.

Leena rolls a twenty-sided die and gets a 13. She adds her Strength modifier of +2 to get a final result of 15.

Meeting or beating the DC means the action succeeds! The GM describes how Leena successfully lifts the cart.

Advantage and Disadvantage

Sometimes, a player can roll with either advantage or disadvantage. This could be based on their abilities, the current situation or their relationship with the person they are speaking to. If another player's character is helping with an action, this can also give advantage.

To roll with advantage – roll two twenty-sided dice and take the higher roll.

To roll with disadvantage – roll two twenty-sided dice and take the lower roll.

Generally, twenty-sided dice are used for everything apart from attack or spell damage calculations, where other dice are needed.

RUNNING COMBAT

Conflict is an integral part of all storytelling, and that is especially true of RPG storytelling. When your party run into an opposing force, combat often follows. Once you know the mechanics of running combat, bring it to life with epic narration.

Initiative Order

As soon as a fight breaks out, the GM asks the players to make their Initiative rolls, and rolls Initiative for the monsters in the encounter. Players roll a twenty-sided die and add their Dexterity modifier to the number rolled. The list of everyone's Initiative results from highest to lowest (including the monsters) determines a turn order for the ongoing combat. When each combatant has taken a turn, a new round of combat begins, following the same order from the top, until the combat encounter comes to an end.

Players' Turns

Action — A character can typically take one action per turn. Often, this is used to Attack with a weapon or Cast a Spell (if they are a magic user).

There are also a variety of tactical actions a character may take instead of an outright attack. These include, but are not limited to: Dash / Disengage / Dodge / Help / Hide / Ready / Search / Use an Object. Other class abilities may require an action to use.

Bonus Action — A character may also have access to abilities or spells that are considered bonus actions, which allow them to take another supplementary action on their turn.

Movement — A character can also move on their turn; the distance is determined by their speed. On a battle map, each square is normally considered 5 ft wide, so a character with 30 ft speed can run up to six squares.

Reaction — Every character and monster has one reaction that they can spend during each round of combat, this resets when a new round begins.

Some spells and abilities use a reaction, but the most common use for a reaction is an opportunity attack. When a creature leaves another creature's melee range, the stationary creature can use their reaction to make a free attack roll against the moving creature.

Monsters' Turns

The GM controls the enemies and allies, following their stats and rules. Some creatures have abilities that need to recharge after use; roll a six-sided dice at the start of the creature's turn, if the number falls within the range listed, then the ability is recharged.

Taking Damage

When an attack hits a player or enemy, it inflicts damage. The attacker rolls the damage dice in their weapon or spell profile to determine the damage done, adding their modifiers. This number is deducted from the target's Hit Points (HP).

Death Saving Throws

If a monster reaches 0 HP, they are killed and removed from the battlefield. If a player's character reaches 0 HP, they are unconscious and must use their following turns to make death saving throws. To do this, the player must roll a twenty-sided dice every turn until they reach three successes or three failures, or until they are healed by an ally. Three successes mean the character stabilises, but remains unconscious; three failures mean the character sadly dies and the player must create a new character, who can be introduced in a following session.

Rolling a 1 counts as two failures; rolling 2-9 counts as one failure; rolling between 10-19 counts as one success; rolling a 20 gives the character 1 HP, waking them up.

A player's turn reflects what their character can achieve in six seconds; this can be a combination of actions and movement.

COMMON COMPLICATIONS

During combat, you may encounter some unusual circumstances that change how the rules of attacks, movement or damage calculations are applied. Familiarising yourself with these terms and the associated rules can help you run combat more smoothly.

Falling

After falling, a creature can make a Dexterity saving throw. If they don't meet the DC that the GM has set, they take 1d6 damage for every 10 ft they fall, up to a maximum of 20d6. If they succeed on their Dexterity saving throw, they take half damage.

Mounted Combat

Mounting or dismounting a creature uses half the rider's movement speed. The mount's actions and Initiative position depend on whether it is controlled by the rider or acts independently. Riders may fall if a mount is moved against its will, or falls prone.

Conditions

A condition alters a creature's abilities in the game. For example, the Poisoned condition causes disadvantage on attack rolls and ability checks. There are many other conditions, including Charmed, Frightened, Grappled, Invisible, Prone and Stunned.

Chases

During a chase, creatures may wish to use the Dash action to gain ground. Within one chase, a creature may only Dash so many times (3 + their Constitution modifier), or risk exhaustion. If a character becomes totally exhausted, their speed is reduced to 0.

Resistances

Some creatures react differently to certain forms of damage. If a creature is resistant to a damage type, that damage is halved. If they are vulnerable to a damage type, that damage is doubled. Immunity means that damage type causes no harm at all.

Taking Cover

If a creature is shielded from its attacker, it is harder to hit. If half of the creature is covered, it has a +2 bonus to its AC and Dexterity saving throws, whereas three-quarters cover grants a +5 bonus. Total cover means a creature can't be targeted directly.

Exhaustion

Strenuous activity, lack of rest, exposure to harsh conditions and some spell effects can give creatures levels of exhaustion. A creature can remove a level of exhaustion by completing a long rest. The first level of exhaustion gives disadvantage on ability checks.

Difficult Terrain

Dense undergrowth and deep snow are examples of terrain that could slow down movement. In combat, each square of difficult terrain costs 10 ft of speed to cross. When travelling across a region in difficult terrain, the journey's travel time is doubled.

Underwater

If a creature does not have a swim speed, their speed is halved when in water. Weapon attacks are often made at disadvantage, although some weapons, such as spears, function normally. Most creatures can hold their breath for 1 minute, or 10 turns.

Area of Effect

A spell can either target a single being, or an area of the battlefield. If a spell has an area of effect, the spell description will detail the shape of the affected area, whether that is a cone, cube, cylinder, line or sphere, as well as its size and point of origin.

EXPLORING THE WORLD

There are settlements to journey to, caves to discover and rolling hills to explore; the only question is, how will you get there? This page is full of helpful tips on transport, camping, resting and tracking, as well as advice on how to make friends (or enemies) along the way.

Travelling the World

Walking – While journeying across the country, you can use an average group speed to judge the distance your party can cover. Three miles for every hour travelled is a good starting point for calculating speed. A party can travel for up to 8 hours without risking exhaustion, so 24 miles per day. Harsh climates and adverse weather will negatively affect this figure.

Transport – Using vehicles, mounts or magic can affect the distance the party can travel in a day:

VEHICLE	SPEED	NOTES
Walking	24 miles / day	Based on average walking speed
Horse	48 miles / day	Draft Horses and Mules may vary
Camel	36 miles / day	Will not struggle with sandy terrain
Dog Sled	30 miles / day	Specialises in snowy conditions
Sailboat	18 miles / day	Requires proficiency with vehicles

Keeping Watch

Visibility – A character can see approximately 2 miles on a clear day, with no obstacles.

Stealth – Characters who want to travel unnoticed must make a Stealth check. Stealth checks are compared to the Passive Perception score of any creature(s) the character is trying to avoid, or the Perception check of a creature who is actively looking for them. Travelling stealthily reduces the character or group's travelling speed by half.

Perception – Creatures attempting to surprise the party must make a Stealth check and compare their result to the highest Passive Perception score in the group. A character may roll an active Perception check to scope ahead, or keep watch at night.

Tracking Creatures

To track another creature, a player makes a Survival check. Many factors affect the DC of the check, such as weather, terrain, obstacles, the creature's Stealth check (if avoiding detection), and the time passed since the tracks were made.

Rest and Recuperation

In game terms, a Short Rest is at least 1 hour of downtime. At the end of this period, a player can roll one (or more) of their hit dice to regain hit points.

Hit die + Constitution modifier = HP regained

A Long Rest is at least 8 hours, with a minimum of 6 hours of sleep. Characters can engage in light activity, such as eating, talking or keeping watch at points during a successful Long Rest. At the end of this time, a player regains all their lost hit points, used spell slots and spent abilities.

Strenuous actions such as combat or movement break rest periods. A new rest must begin after such disruption to gain its benefits. If a character does not take a Long Rest once a day, they gain exhaustion.

Non-Player Characters

When a player character interacts with a non-player character, their success can be judged using a skill check.

Depending on the approach taken, characters could be asked to make a Persuasion (Charisma modifier), Deception (Charisma modifier) or Intimidation (Charisma or Strength modifier) check. The way the NPC reacts will be determined by their starting attitude, their relationship with the party and the level of risk associated with the suggested action.

You could use this table as a guide when the party ask NPCs for advice, information, favours, discounts or to travel with them into battle:

NPC	DC 0–10	DC 10–19	DC 20+
Friendly	Open to the idea, but only if no level of risk is involved.	Accepts the suggestion, even if minor risk is involved.	Agrees to the proposal, even if a high level of risk is involved.
Impartial	Doesn't accept the proposition; doesn't actively oppose it either.	Open to the idea, but only if no level of risk is involved.	Accepts the suggestion, even if minor risk is involved.
Hostile	Insulted by the notion, and may confront the party.	Doesn't accept the proposition; doesn't actively oppose it either.	Open to the idea, but only if no level of risk is involved.

TRAPS AND HAZARDS

Traps are found in protected locations, such as the entrance to an ancient tomb, the road to a bandit camp or the halls of a wizard's tower. Triggering traps is the easy part, but locating them and disarming them takes skill and a thorough investigation.

Analogue Traps

Traditional traps often activate through pressure plates or tripwires; they fire projectiles or restrain the party. Their dodge difficulty can be calculated using the table below:

STATS	MODERATE	DANGEROUS	DEADLY
Save DC	10	15	20
To Hit	+5	+8	+12

To keep your party on their toes, adjust your trap damage based on their level. Reference the table below to assess the right measure of damage to deal each character:

LEVEL	MODERATE	DANGEROUS	DEADLY
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

Here are some examples of analogue traps:

Pit Trap

Anyone who steps on the thin layer of cloth and debris covering this hole will fall into the pit trap. Players who are looking for traps will need to beat a DC 10 to spot the disguised pit, or risk taking 1d6 fall damage after plunging headfirst into it.

Fire-Breathing Statue

Stepping on a pressure plate linked to a trapped statue could trigger its flaming breath. A 30 ft cone of fire consumes the area in front of the statue. Everyone in the area will need to succeed a DC 15 Dexterity saving throw, or take 4d10 fire damage.

Poison Darts

Barely visible tripwires can trigger the release of poisonous darts hidden within pressurised tubes in the walls. The trap fires four darts towards the target. For each dart, make a ranged attack with a +8 to hit, dealing 1d10 poison damage per hit.

Triggered Spells

Magical traps come in two forms, arcane objects and spell glyphs. Arcane objects are devices that utilise spell effects and can be either single-use, multi-use, or active until switched off. These devices can be triggered by pressure plates, tripwires or touching the object itself.

Spell glyphs can be inscribed on surfaces through the Glyph of Warding and Symbol spells. Their triggers can be decided when casting the spell, and can initiate anything from energy bursts to sleeping gas. This table helps gauge the severity of arcane objects and spell glyphs per level:

LEVEL	MODERATE	DANGEROUS	DEADLY
1st-4th	Cantrip	1st Lvl Spell	2nd Lvl Spell
5th-10th	1st Lvl Spell	3rd Lvl Spell	6th Lvl Spell
11th-16th	3rd Lvl Spell	6th Lvl Spell	9th Lvl Spell
17th-20th	6th Lvl Spell	9th Lvl Spell	9th+5th Lvl Spell

Below, you will find some samples of triggered spells:

Entangling Vines

What might look like innocent foliage, albeit slightly overgrown, is actually grasping weeds and vines that act as if the Entangle spell has been cast. Any creature who steps across the vines must make a DC 10 Strength saving throw or become restrained.

Box of Weasels

This treasure chest will only open in a very specific way. A failed attempt to open the chest triggers a glyph hidden in a secret compartment, releasing an aggressive group of eight Giant Weasels, as if the Conjure Animals spell has been cast.

Tome of Terror

Prying eyes will find a Symbol spell glyph hidden in the pages of this book. When the page with the glyph is flicked open, everyone in a 60 ft radius must make a DC 15 Wisdom saving throw or drop what they're holding and run away, frightened.

RIDDLES AND PUZZLES

Some quests will challenge your party's wits, as well as their fighting abilities. Adding riddles and puzzles can add a different type of challenge to your adventure and give your players the satisfaction of problem-solving at the tabletop.

Riddles

Include some of these bewildering riddles when your party encounter a creature with a penchant for intellectual tricks and traps. Consider preparing multiple questions as part of the test, just in case a member of your party has heard one of these classic brain-teasers before.

The riddle could also prompt the party to perform a task. For example, if the answer to the riddle is 'darkness', they may need to extinguish any lights in the space before a door will open.

I follow you all the time and copy your every move, but you can't touch me or catch me. What am I? – SHADOW

I can cross a great flowing river without moving an inch. What am I? – BRIDGE

The contents of this room could kill you, the contents of this room could fuel you, but you'll never be able to enter this room. How is this possible? – MUSHROOM

My big cities have no people, my winding rivers have no water, my mountains have no snow and my luscious fields have no grass. What am I? – MAP

I need air and fuel to grow, but I have never been truly living. What am I? – FIRE

More fragile than glass, I break as soon as you say my name. What am I? – SILENCE

The more of me there is, the less you will be able to see. What am I? – DARKNESS

The more of me you take, the more you leave behind. What am I? – FOOTSTEPS

My head is golden, my tail is golden, but I have no arms, body or legs. What am I? – GOLD COIN

I can tell both epic tales and short stories without saying a single word. What am I? – BOOK

A hero rode into town on Monday, stayed three days, and then left on Monday. How is this possible?
– THE HERO'S HORSE IS CALLED MONDAY

I may never start a conversation, but I will always answer when spoken to. What am I? – ECHO

Matching and Memory

Matching puzzles can involve things such as placing specific objects with a counterpart, such as an item with its owner. To make it harder, drip feed the clues needed to make the correct connections ahead of time, to test your players' notetaking skills.

Grouping and Sorting

A sorting task could involve arranging potion bottles by size, shape, colour, or even alphabetically, despite some missing labels! Alternatively, the party may need to arrange creatures into groups, based on a factor such as biological features or natural habitat.

Ciphers and Codes

Present your players with a garbled document to decode. The key to the cipher could also be hidden somewhere in the room and revealed later. Another option is to create a piece of text where the first letter of every sentence spells out a password.

Find a Sequence

This type of puzzle works well if the party need to cross a room. Certain floor tiles could have markings to show they are safe or hazardous, or they could hide a word or pattern. Have the tiles magically rearrange after every failure to up the difficulty!

Spot the Difference

Present your party with a room full of details, showing them a map or artwork for reference. Then, explain that there is a painting or mirror that shows the room in a subtly different way. Restoring the room to match the second image solves the puzzle.

REWARDING THE PARTY

Accolades and acclaim are satisfying after an arduous adventure, but so are riches and magic items! You can use the tables below as a guide to reward your party after they complete their quest. It's up to the group how they fairly distribute it between them.

Currency

The simplest form of treasure is money. This could appear as piles of change in a vault or a few coppers in a citizen's pockets. Coins range in value from copper pieces (cp), silver pieces (sp), gold pieces (gp) to the rare and coveted platinum pieces (pp).

Gemstones

Finely cut gems exist in all shapes, sizes and values. They are often small and worth much more than the equivalent weight of coins. Examples of lower value gems are agate, quartz and jasper, whereas rubies, pearls and diamonds can be sold for a higher sum.

Artwork

Any rare or exquisitely made item can be seen as art. Statuettes, jewellery, paintings, trinkets, cutlery, artefacts, tapestries and even royal crowns fall into this category. Although valuable, artwork can only be sold to specific merchants or appraisers.

Magic Items

The rarest of all treasures are enchanted weapons, armour and items. Owners of these wondrous wares either hold them on their person at all times (and maybe even use them in combat), or hide them away in trapped chests or secure vaults.

Level 1–2 party rewards:

d100	COINS	OTHER REWARDS
01–40	2d6 x 10gp	None
41–80	3d6 x 10gp	1d6 gems (10gp)
81–100	4d6 x 10gp	1d4 artwork (25gp), Potion of Healing

Level 3–4 party rewards:

d100	COINS	OTHER REWARDS
01–30	3d10 x 10gp	None
31–60	4d10 x 10gp	2d6 gems (10gp), Potion of Heroism
61–80	5d10 x 10gp	2d4 artwork (25gp), Spell Scroll (1st Lvl)
81–90	6d10 x 10gp	2d6 gems (50gp), Bag of Holding
91–100	7d10 x 10gp	2d6 gems (50gp), Ammunition +1

Level 5–6 party rewards:

d100	COINS	OTHER REWARDS
01–20	1d4 x 100gp	None
21–40	1d4 x 100gp	2d4 artwork (25gp), 2d6 gems (50gp)
41–50	1d4 x 100gp	3d6 gems (50gp), Spell Scroll (2nd Lvl)
51–60	2d4 x 100gp	2d4 artwork (25gp), Elemental Gem
61–70	2d4 x 100gp	2d6 gems (100gp), Immovable Rod
71–80	2d4 x 100gp	3d6 gems (50gp), Lantern of Revealing
81–90	2d4 x 100gp	3d6 gems (100gp), Potion of Speed
91–95	2d4 x 100gp	3d6 gems (100gp), Spell Scroll (4th Lvl)
96–100	2d4 x 100gp	2d4 artwork (250gp), Weapon +1

Level 7–8 party rewards:

d100	COINS	OTHER REWARDS
01–20	2d4 x 100gp	3d6 gems (10gp)
21–40	2d4 x 100gp	3d6 gems (50gp), Potion of Resistance
41–50	2d4 x 100gp	2d4 artwork (25gp), Sending Stones
51–60	2d4 x 100gp	3d6 gems (100gp), Ammunition +2
61–70	3d4 x 100gp	2d4 artwork (250gp), Driftglobe
71–80	3d4 x 100gp	3d6 gems (100gp), Spell Scroll (4th Lvl)
81–85	3d4 x 100gp	3d6 gems (50gp), Hat of Disguise
86–90	3d4 x 100gp	2d4 artwork (250gp), Pearl of Power
91–95	4d4 x 100gp	3d6 gems (100gp), Mace of Smiting
96–100	4d4 x 100gp	2d4 artwork (250gp), Weapon +2

Level 9+ party rewards:

d100	COINS	OTHER REWARDS
01–20	1d8 x 100gp	3d6 gems (50gp)
21–40	1d8 x 100gp	2d4 artwork (250gp), Goggles of Night
41–50	1d8 x 100gp	3d6 gems (100gp), Spell Scroll (5th Lvl)
51–60	1d8 x 100gp	2d4 artwork (250gp), Amulet of Health
61–70	2d8 x 100gp	3d6 gems (100gp), Arrow of Slaying
71–80	2d8 x 100gp	3d6 gems (500gp), Shield +2
81–85	2d8 x 100gp	2d4 artwork (750gp), Wand of Fireballs
86–90	2d8 x 100gp	2d4 artwork (750gp), Wings of Flying
91–95	3d8 x 100gp	3d6 gems (500gp), Deck of Many Things
96–100	3d8 x 100gp	3d6 gems (1000gp), Vorpal Sword

THEME INDEX

Session plans in **bold text**, session summaries in *light text*.

ADVENTUROUS

Like any good adventure tale, these stories are packed with excitement and peril. Intrepid adventurers are sure to enjoy these heroic quests.

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Cosmic Crossfire 170–171
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LIGHT-HEARTED

These stories are perfect for adding extra fun and humour to your next session, there is lots of potential for comedy and chaos!

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Wedding Crashers 44–45
No-Horse Race 58–59
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Best Fiends Forever 125
Dinner and a Duel 131
Elemental Envoy 131
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MYSTERIOUS

These intriguing stories will capture the interest of curious adventurers. However, the story may not always unravel as they expect it to...

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Secret to Bear 22
Bigfoot Boasts 23
Arctic Armaments 23
Djinn in Their Sails 36
Fishy Business 38–39
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SPOOKY

Send chills down the spine of any hardy adventurer with these haunting stories of ghosts, ghouls and other terrifying foes.

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Teacher’s Pet 164–165
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Ramp up the tension with one of these high-stakes missions. These stories are perfect when you want to create a sense of jeopardy.

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Hatch and Release 48
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ACQUISITION

The party must go and get something; this could be an item or a creature.

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The party must try to win a challenge, or many challenges.

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DEFENCE

The party must protect someone, or something, from harm.

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The party must take an item or creature somewhere else.

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ESCAPE

The party must get out of a risky situation, and do it quickly.

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The party must uncover something that is currently hidden or secret.

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RESCUE

The party must save a creature from harm and get them to safety.

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Whale Delays 43
Truth or Scare 49
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Hostage Hoax 57
On Shaky Ground 62
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KRISTINA G.
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KULAMONSTER
LANCE THOMAS
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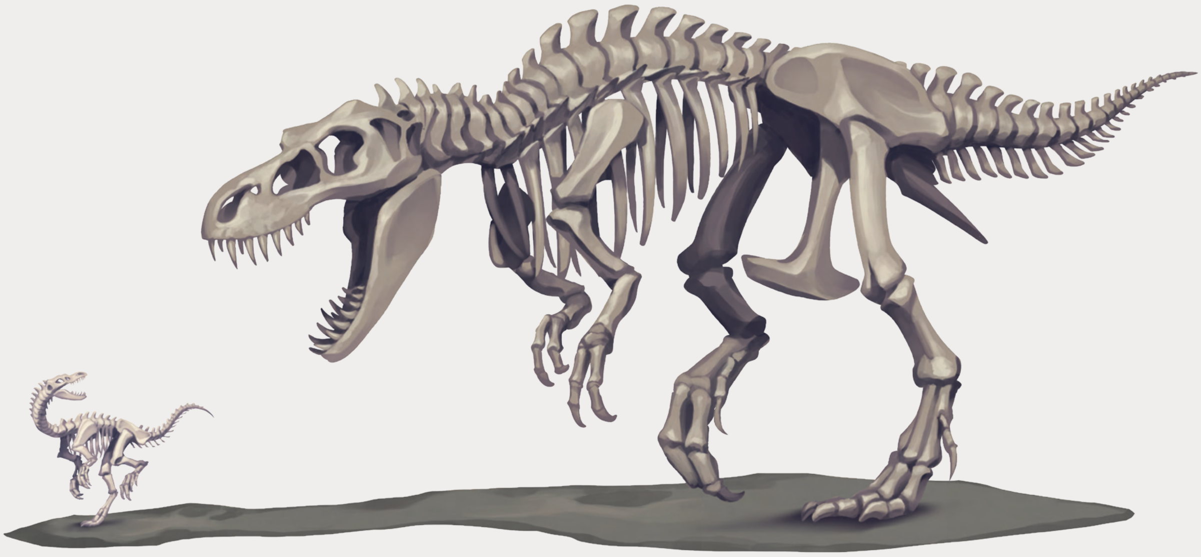

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